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ADVENTURE
SERIES

NO.4
NOV. \$1.25

TODAY, THE CORNER
BOX. TOMORROW
THE WORLD!

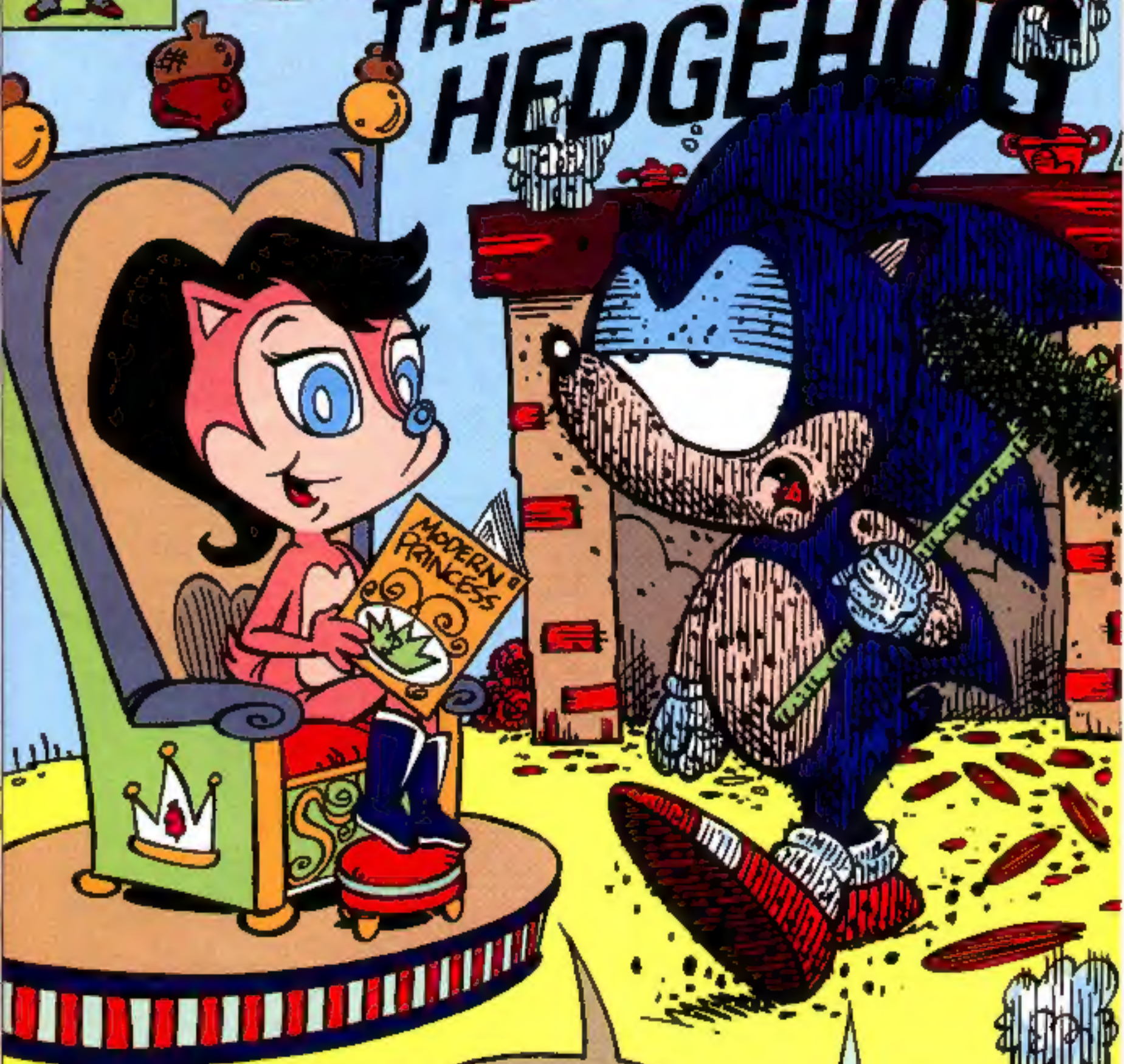


THE ALL-NEW, ALL DIFFERENT
GRITTIER, DARKER

APPROVED
BY THE
COMICS
CODE
AUTHORITY
46977

SONIC

THE HEDGEHOG



SOME HERO--
CLEANING
CHIMNEYS!

WHADYOU WANT--
A SOOT SWEEPER OR
A SWEET SUITER?!

**Turtlewing
Productions**

Kaifuu.Com

MANAK

SONIC THE HEDGEHOG

IN

"The LIZARD
OF ODD!"

PART
1

SHALL NEVER DEFEAT ME AGAIN! SO HELP ME, THE
NEXT ANIMAL THAT'S CAPTURED WILL BE TURNED INTO
THE ULTIMATE KILLER ROBOT!

YOU'RE IN LUCK, OH
FLABULANT ONE!...
HERE COMES THE WAGON!



SCRIPT:
MICHAEL
GALLAGHER

PENCILLING:
DAVE
MANAK

INKING:
HENRY
SCARPELLI

LETTERING:
BILL
YOSHIDA

COLORING/
PRODUCTION:
BARRY
GROSSMAN

EDITOR:
VICTOR
GORELICK

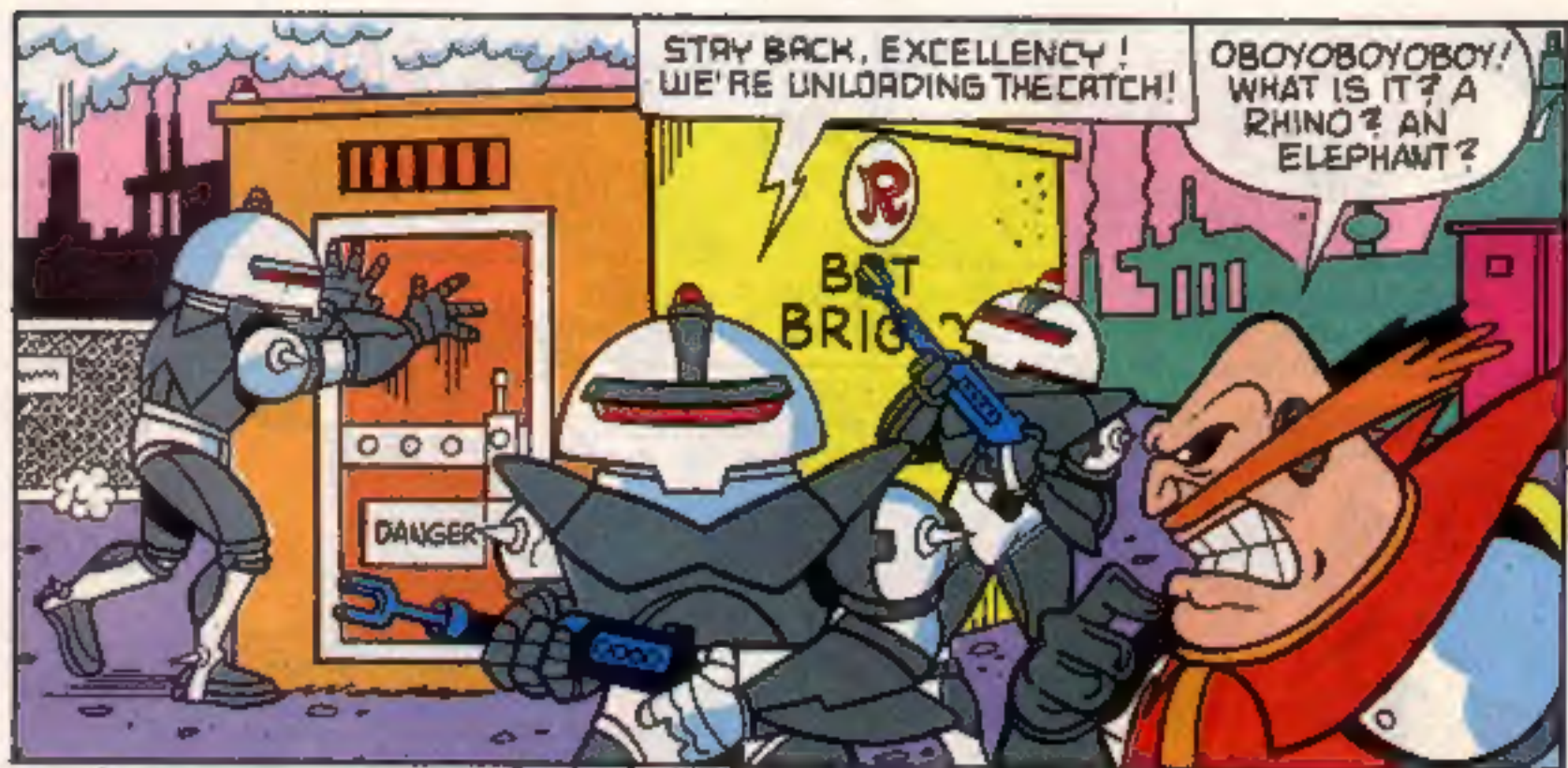
EDITOR-
IN-CHIEF:
RICHARD
GOLDWATER

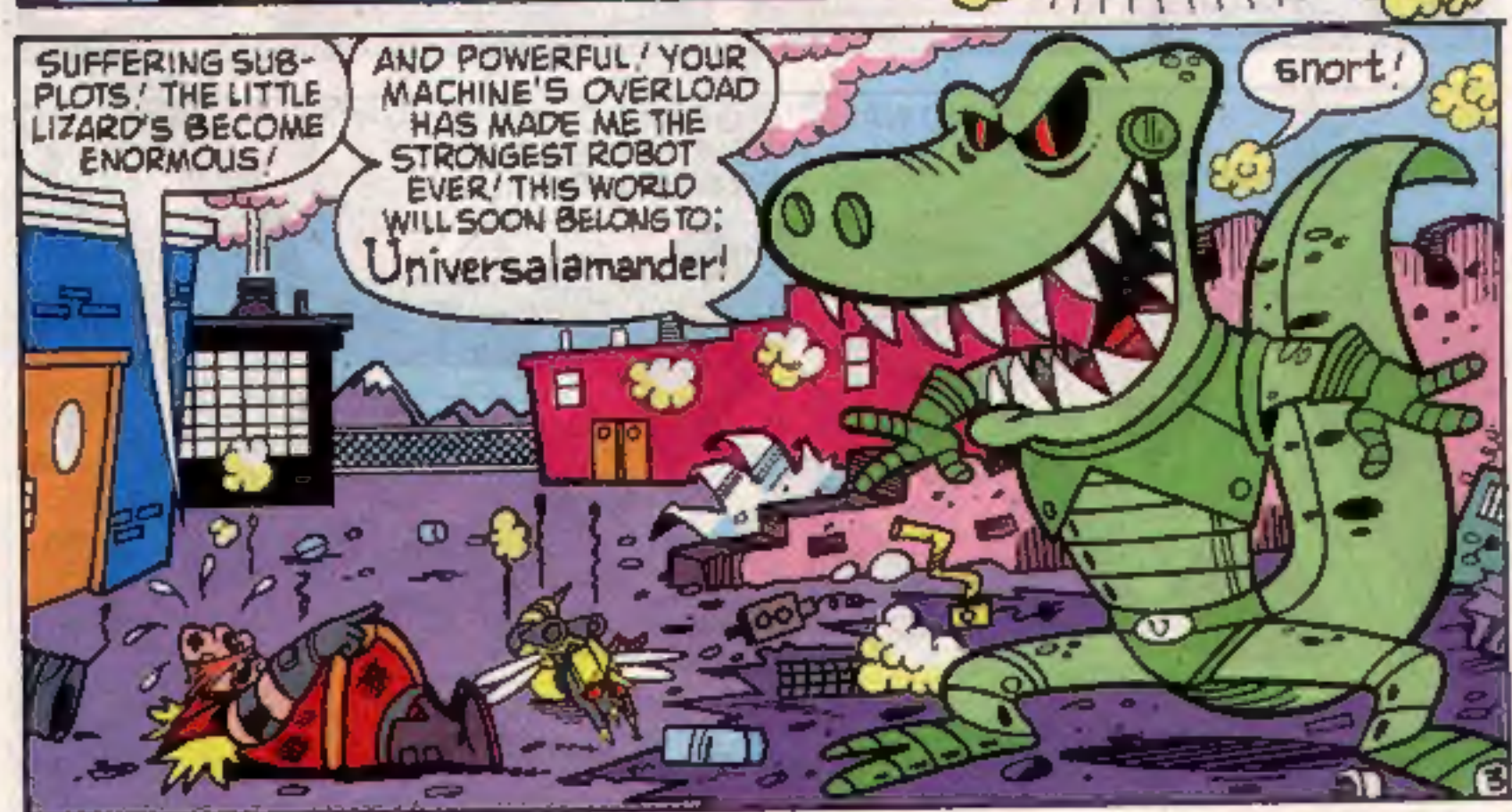
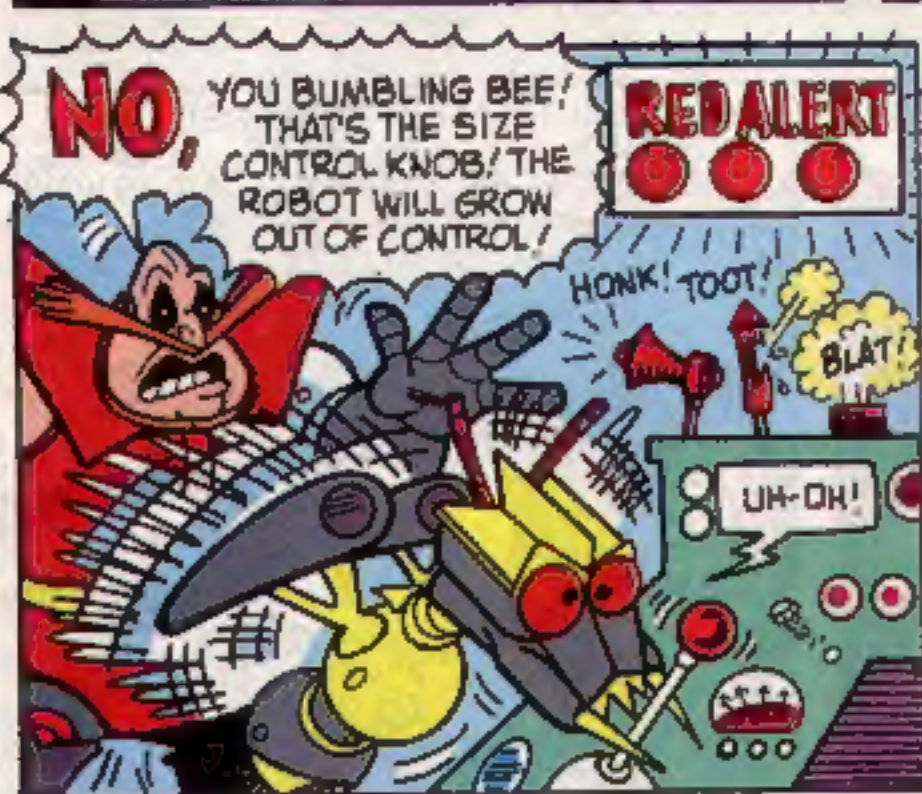
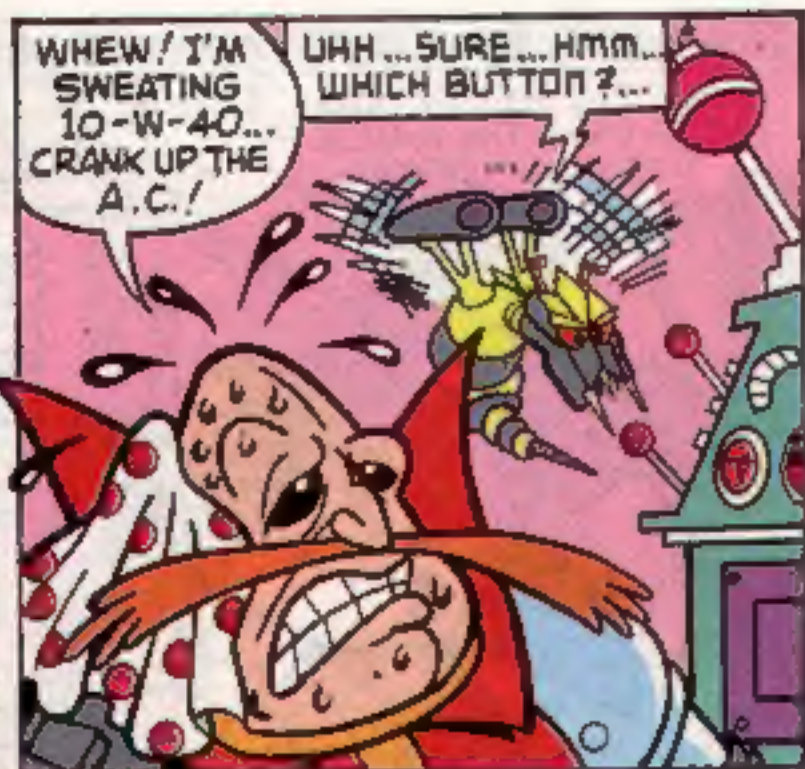
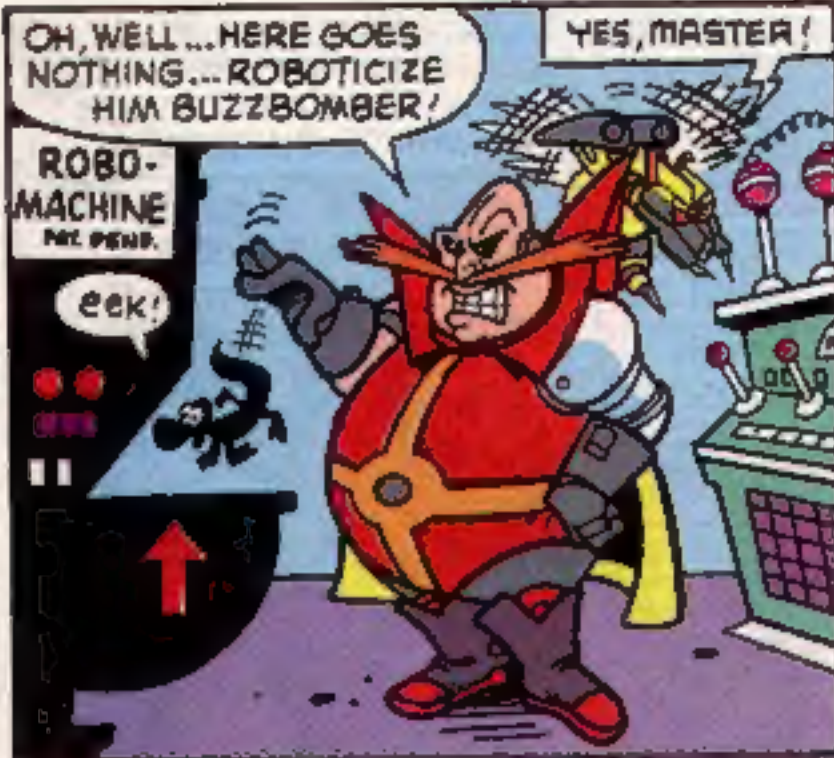
OH, GOODY! IT LOOKS
LIKE THEY LANDED
A BIG ONE!

INDEED, MY LUMPY LORD!
THEY'RE USING THE EXTRA
LARGE CONTAINER!



SONIC THE HEDGEHOG No. 4, Nov. 1993. Published monthly Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543. Richard H. Goldwater, President and Co-Publisher. Michael I. Silberstein, Chairman and Co-Publisher. Single Copies \$1.25 in the U.S., \$1.50 in Canada. Subscription Rate: U.S. \$15.00 for 12 issues; Canada \$18.00. All contents © 1993 by SEGA of America, Inc. unless otherwise noted. Any similarities between characters, names, persons, and/or institutions in this book and any living, dead, or fictional characters, names, persons, and/or institutions are not intended and if they exist, are purely coincidental. All characters featured in this issue and the distinctive likenesses thereof are trademarks of SEGA of America, Inc. Sonic the Hedgehog™, Sega™ and Genesis™ are registered trademarks of SEGA of America, Inc. All rights reserved. Used with permission. Application to mail at second class postage rates is pending at the post office at Mamaroneck, New York and at additional mailing offices. Title registered in U.S. patent office. POSTMASTER, send address changes to SONIC THE HEDGEHOG, c/o Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543. **INSIDE PAGES ARE PRINTED ON 100% RECYCLED PAPER FIBER. 10% POST-CONSUMER FIBER. 90% PRE-CONSUMER FIBER. PRINTED WITH SOY INK.** Printed in the U.S.A.



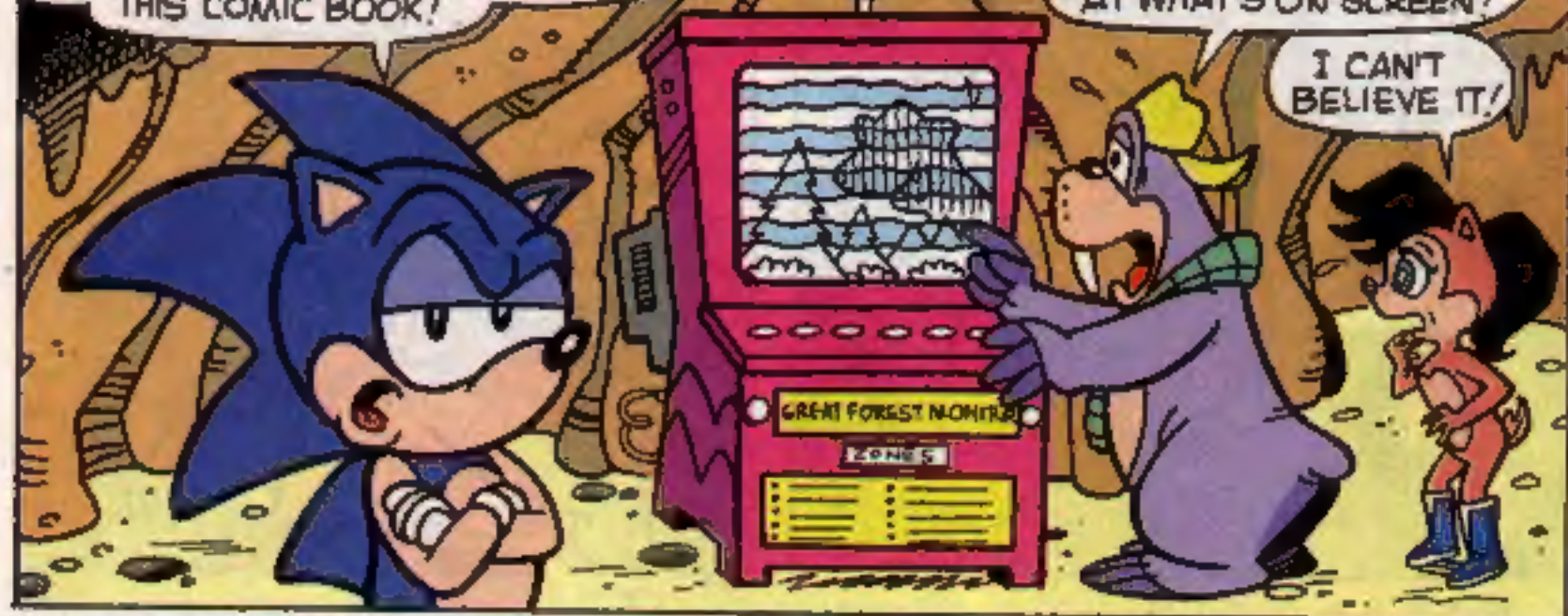


MEANWHILE, IN THE UNDERGROUND VILLAGE OF KNOTHOLE, WHERE WE FIND...

"SONIC THE HEDGEHOG!" I THINK THAT'S STILL THE NAME OF THIS COMIC BOOK!

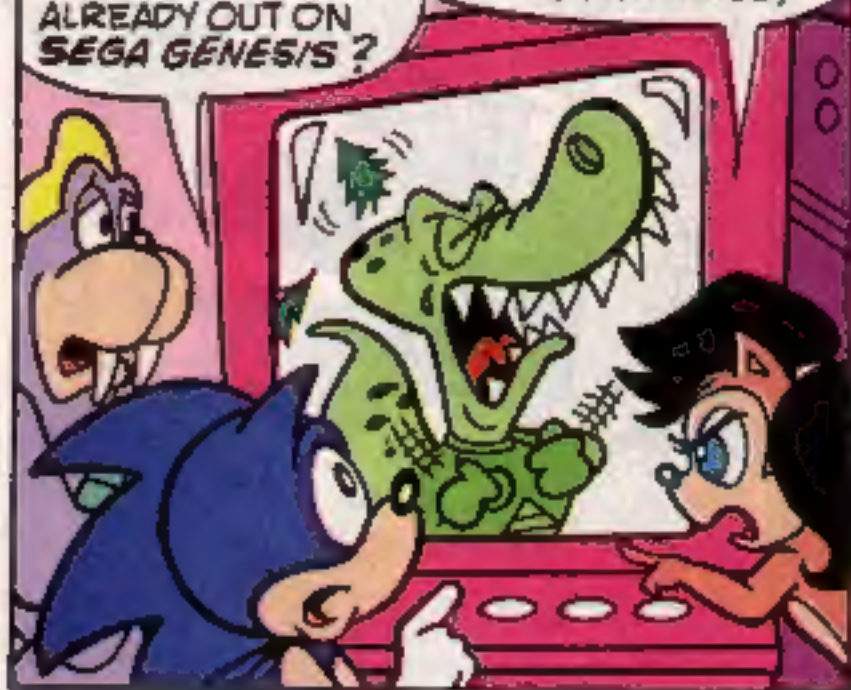
NEVER MIND THAT! LOOK AT WHAT'S ON SCREEN!

I CAN'T BELIEVE IT!



NEITHER CAN I! JURASSIC PARK IS ALREADY OUT ON SEGA GENESIS?

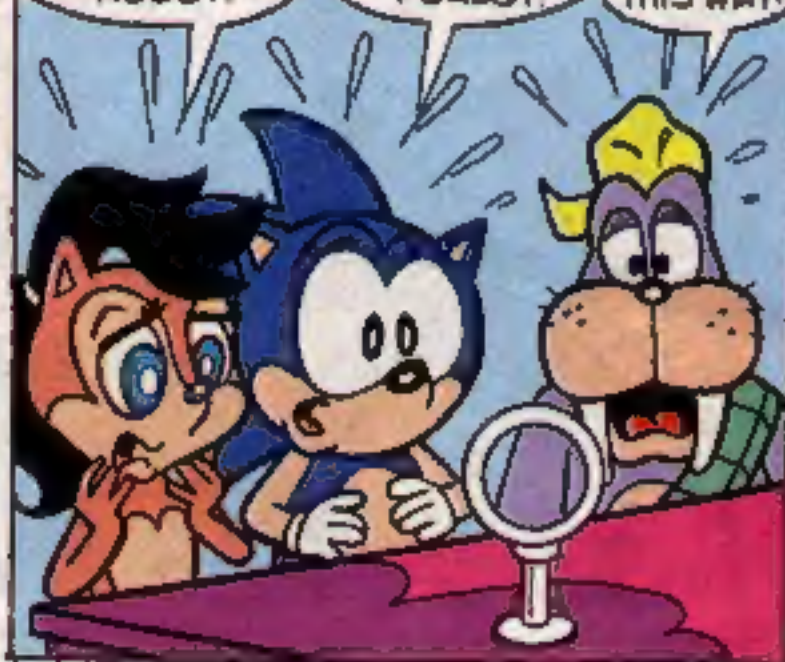
IT'S NOT A VIDEO GAME! IT'S A MENACE!



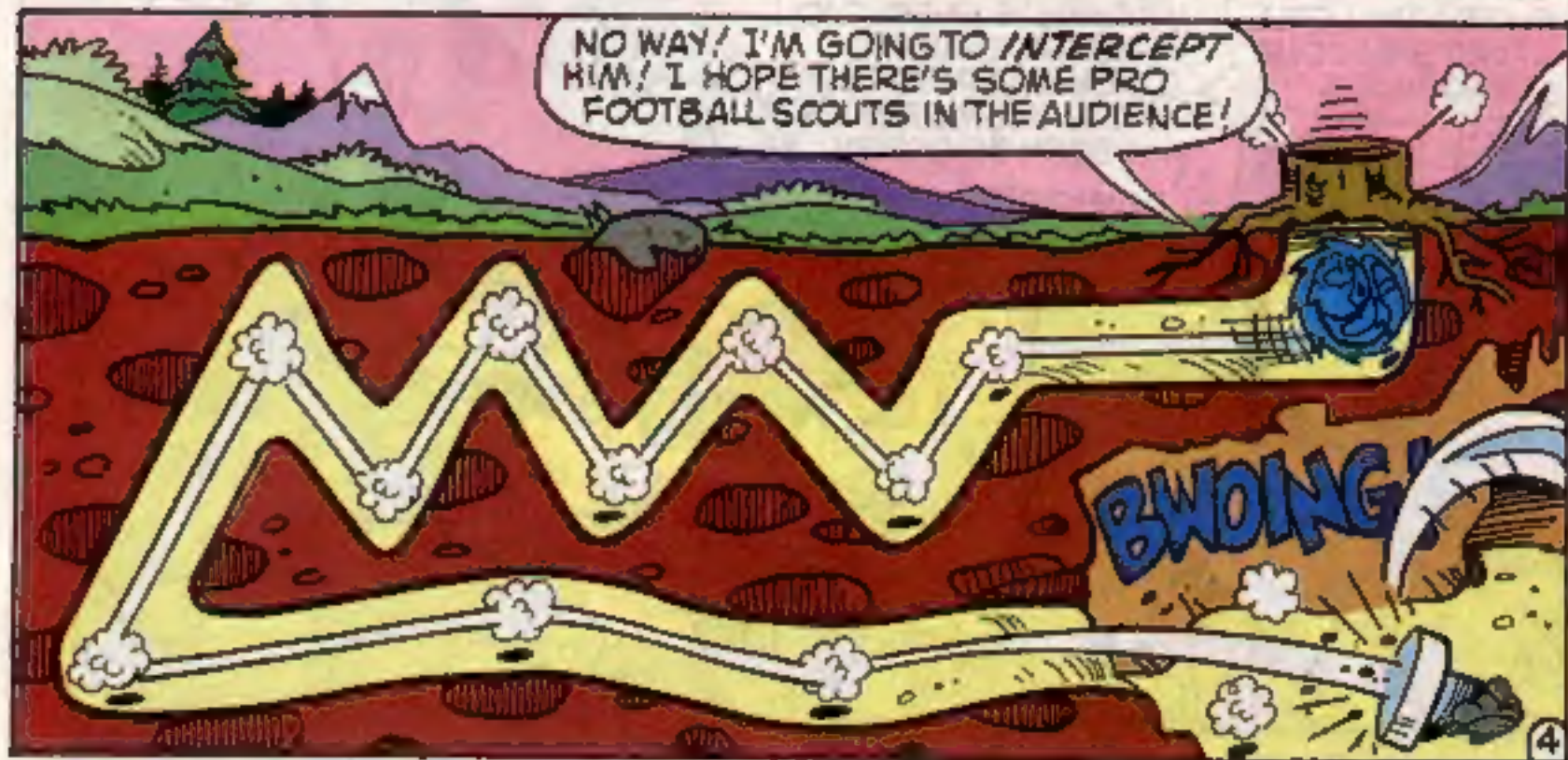
IT'S A GIGANTIC LIZARD ROBOT!

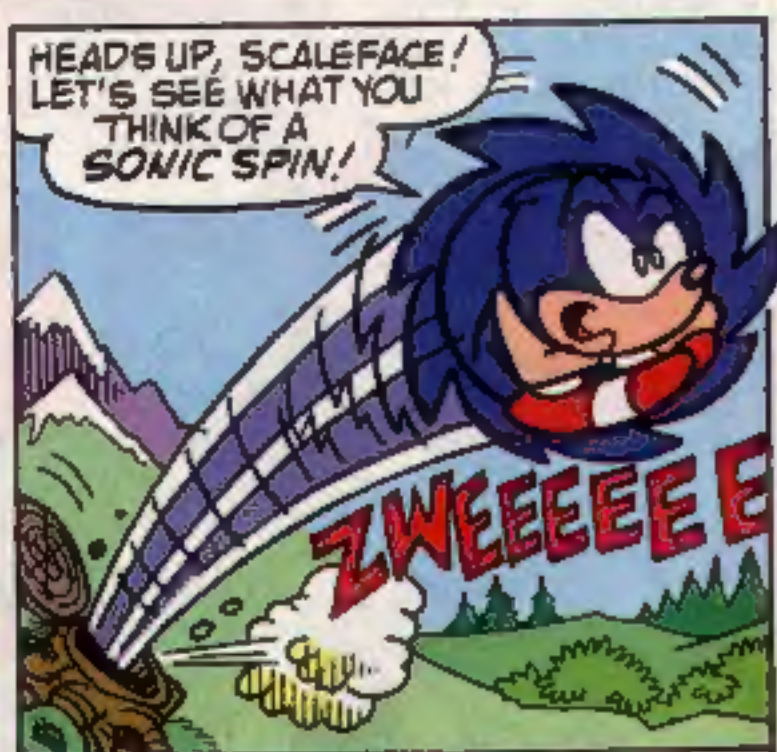
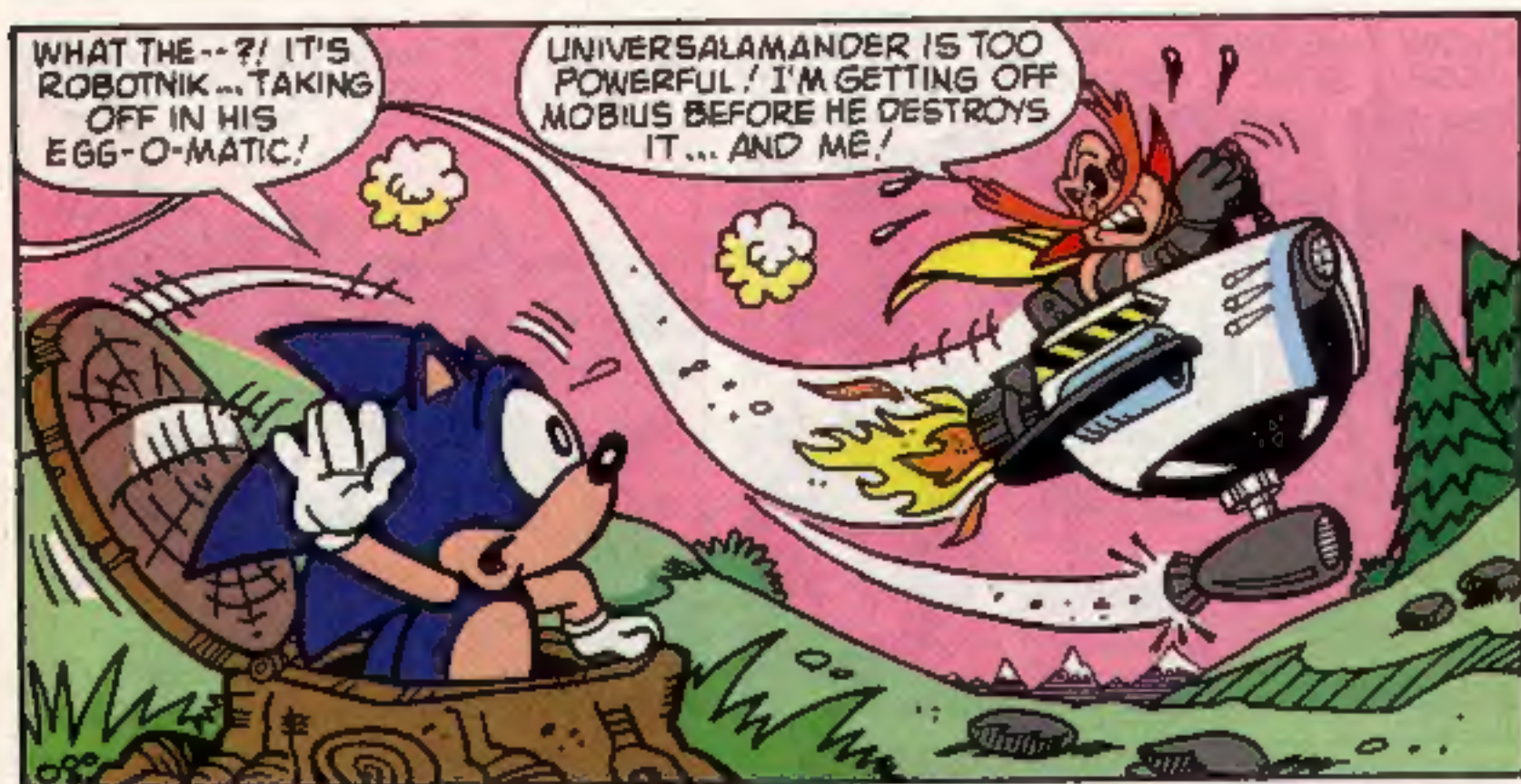
HE'S TRASHING THE GREAT FOREST!

AND COMING THIS WAY!



NO WAY! I'M GOING TO INTERCEPT HIM! I HOPE THERE'S SOME PRO FOOTBALL SCOUTS IN THE AUDIENCE!







SONIC THE HEDGEHOG



00 THE

LIZARD OF ODD!

PART
II

WILL BE **SCAVENGED!**

THAT'S AVENGED,
ANTOINE!

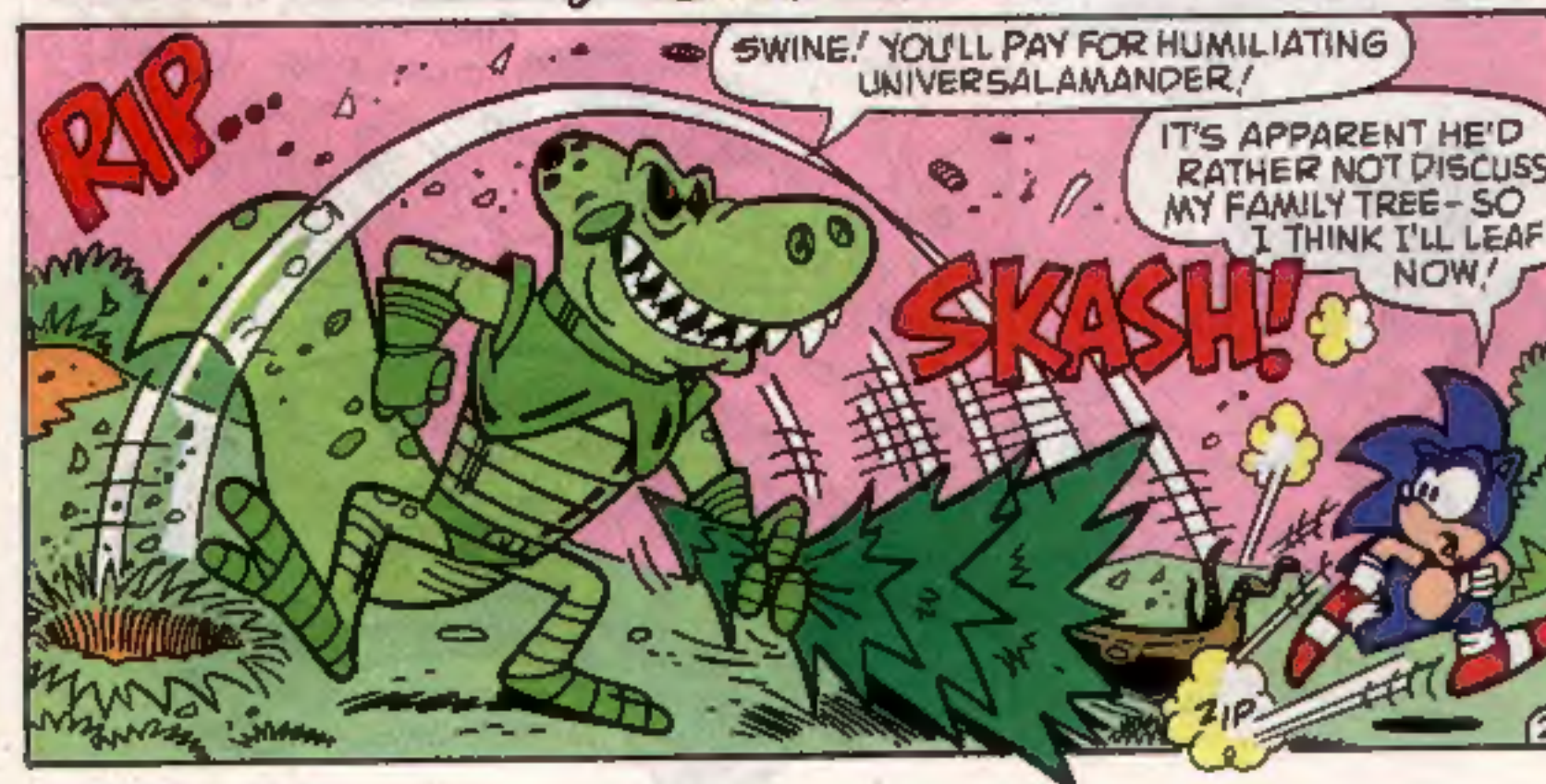
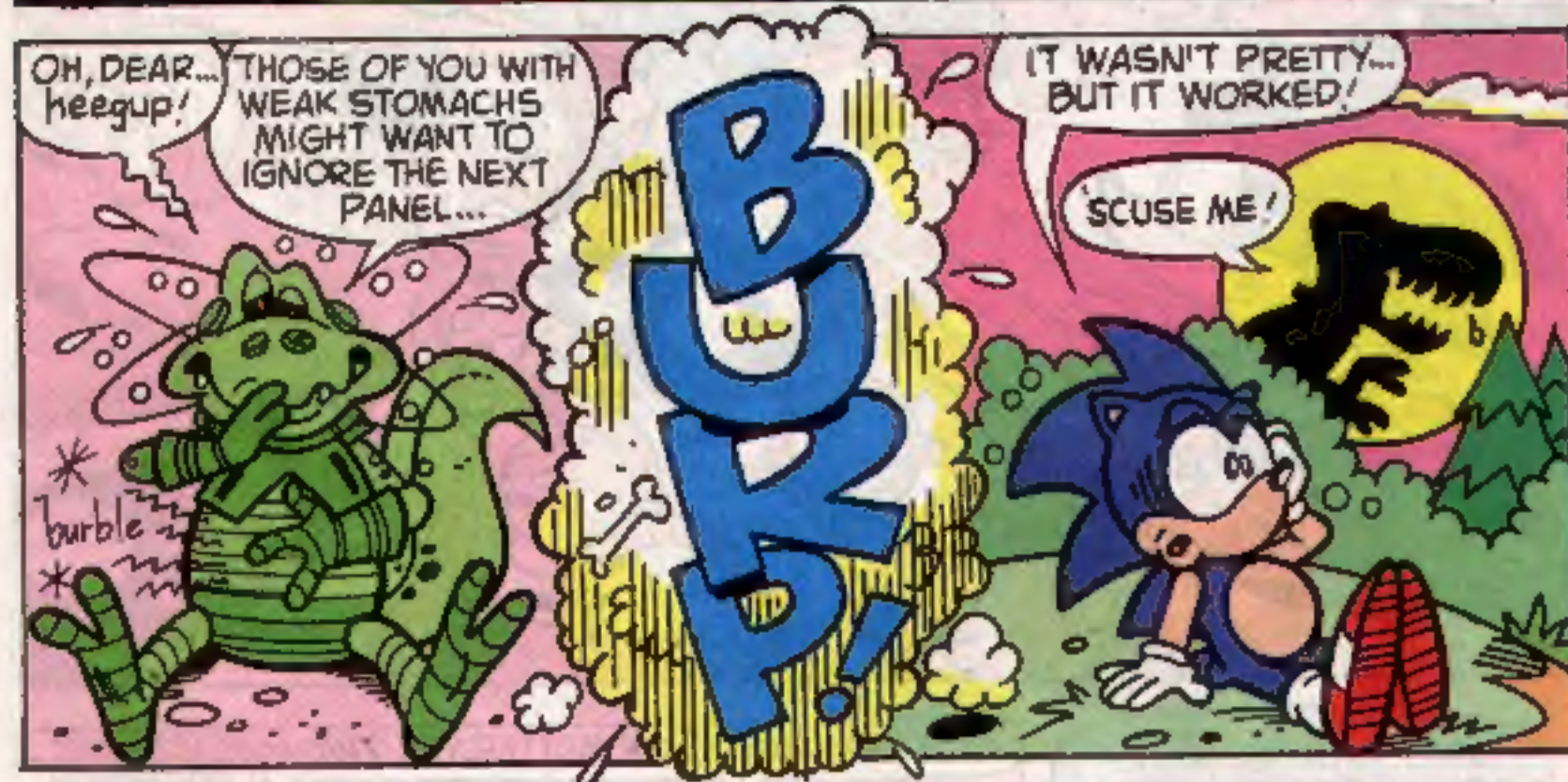
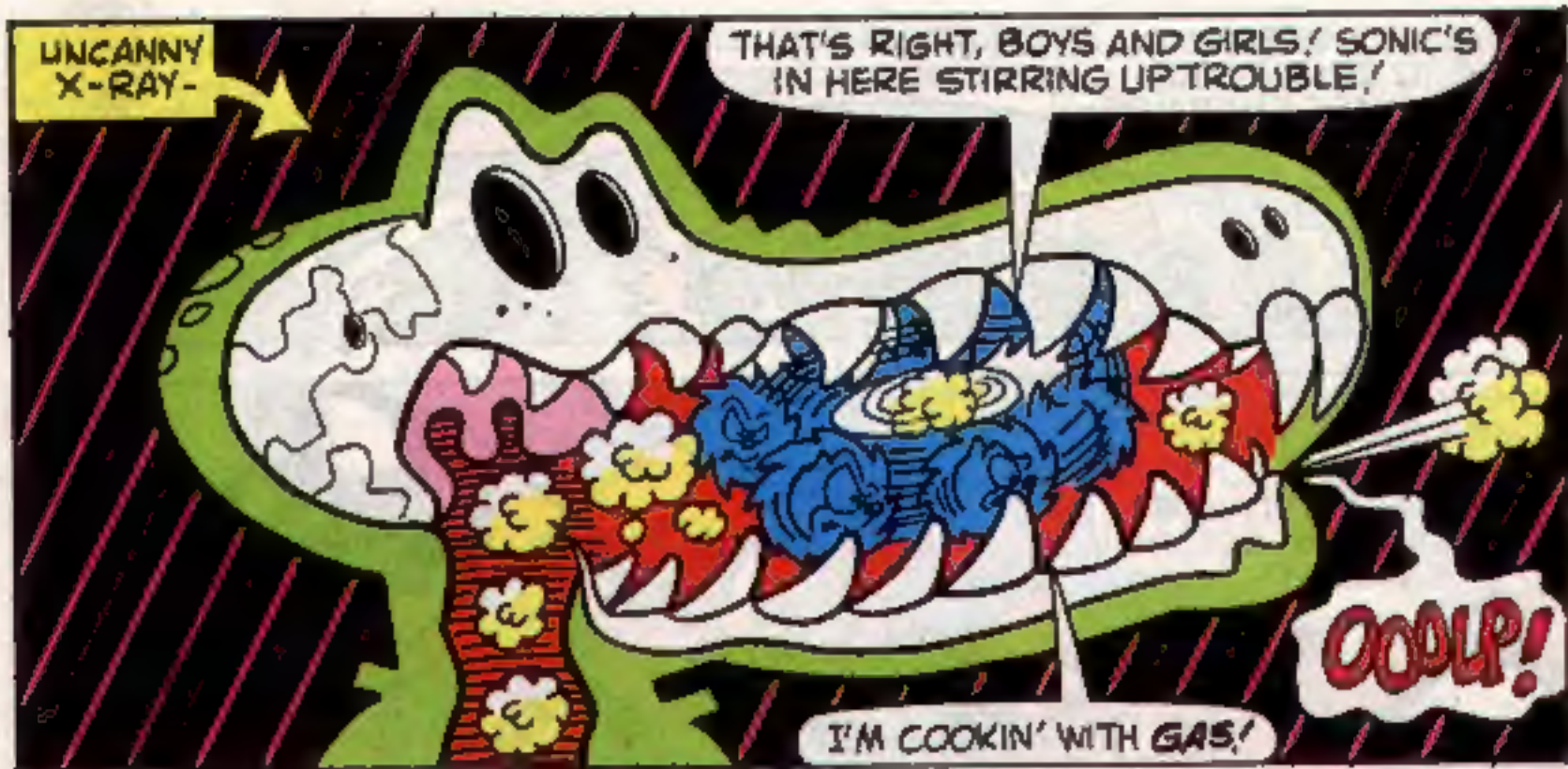
LOOK! SOMETHING'S
HAPPENING TO
UNIVERSALAMANDER!

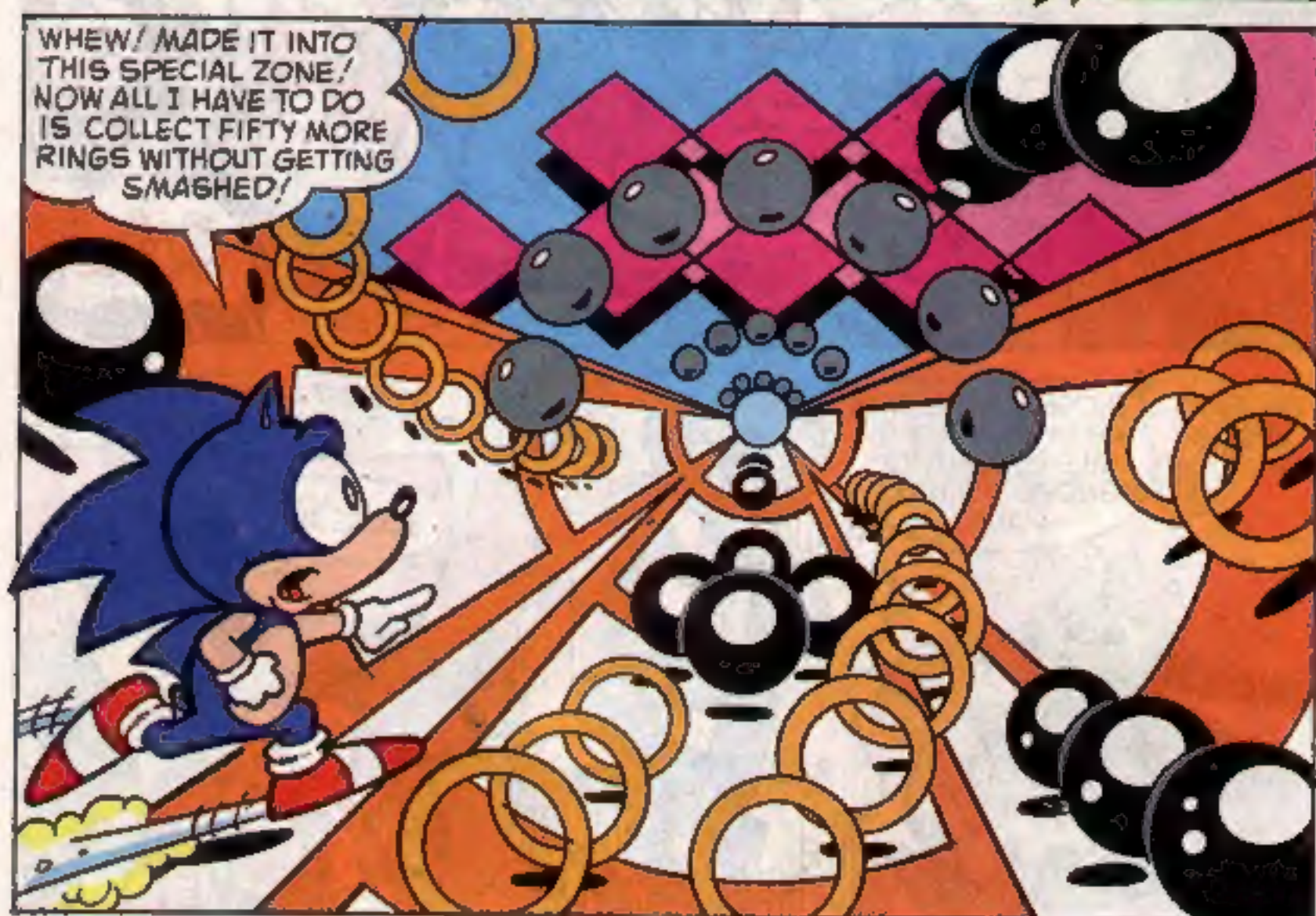
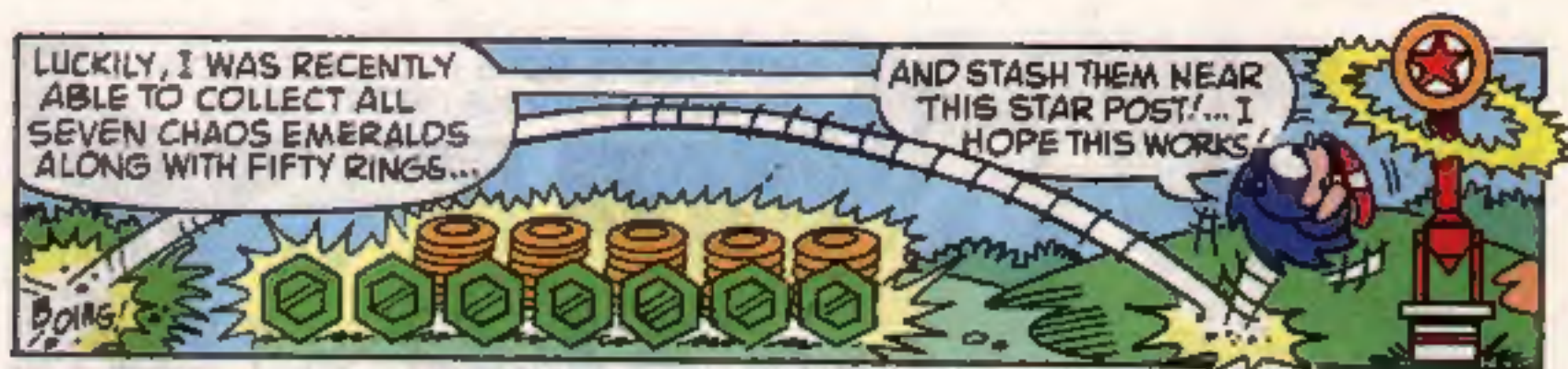


THIS HEDGEHOG JUST ISN'T :gurgles:
AGREEING WITH ME... :ooogah:...

A FREEDOM FIGHTER
NEVER AGREES WITH
TWO BIT DICTATORS!*

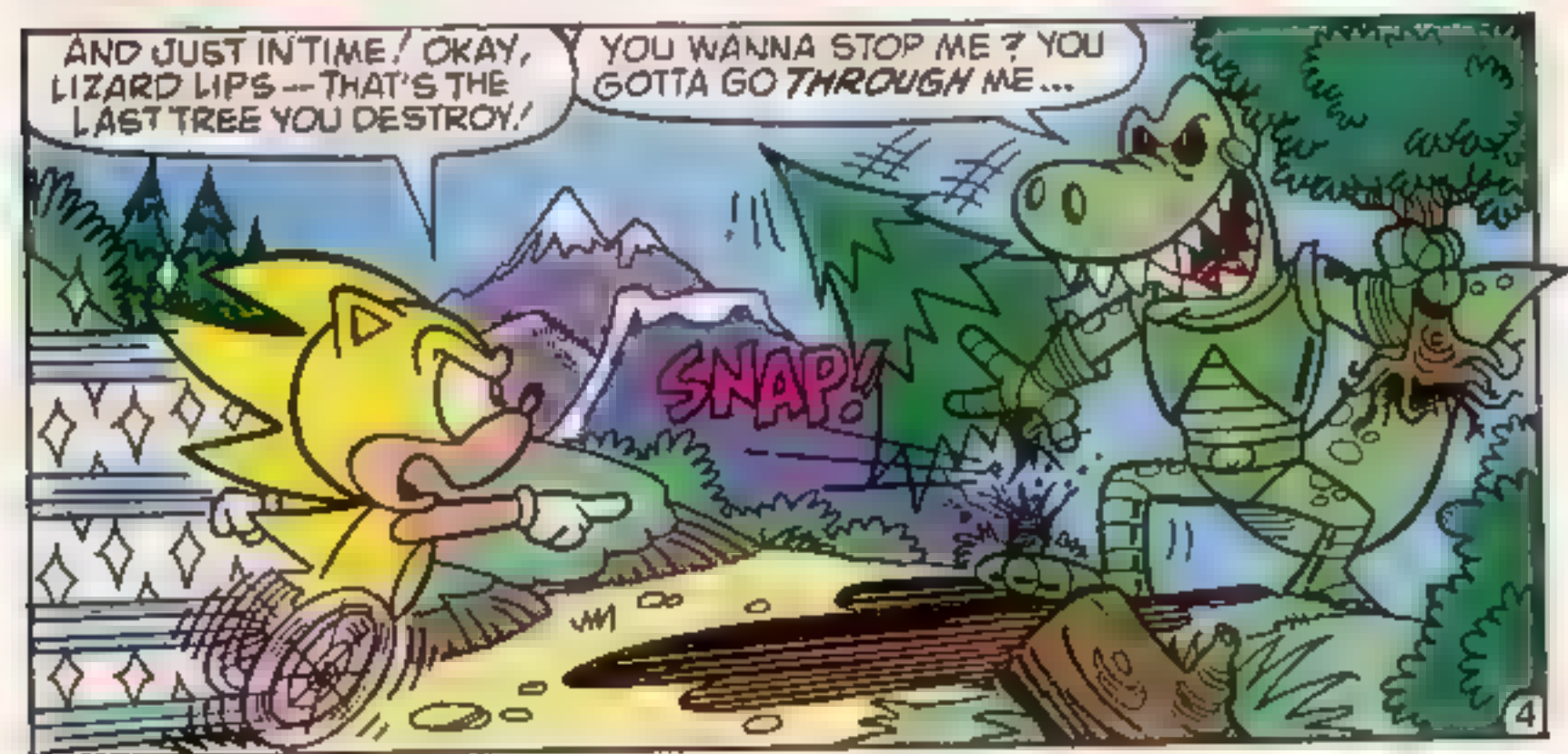
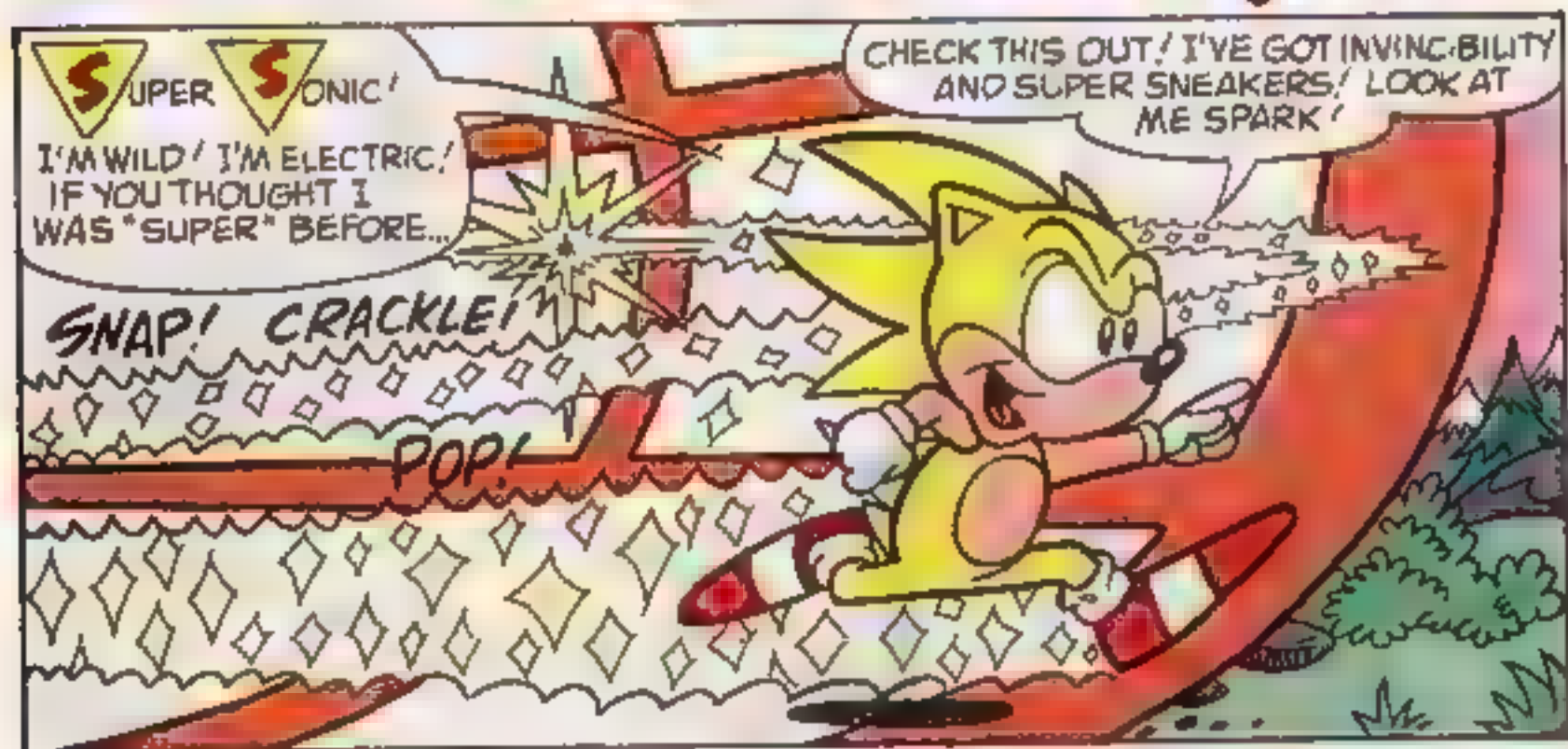
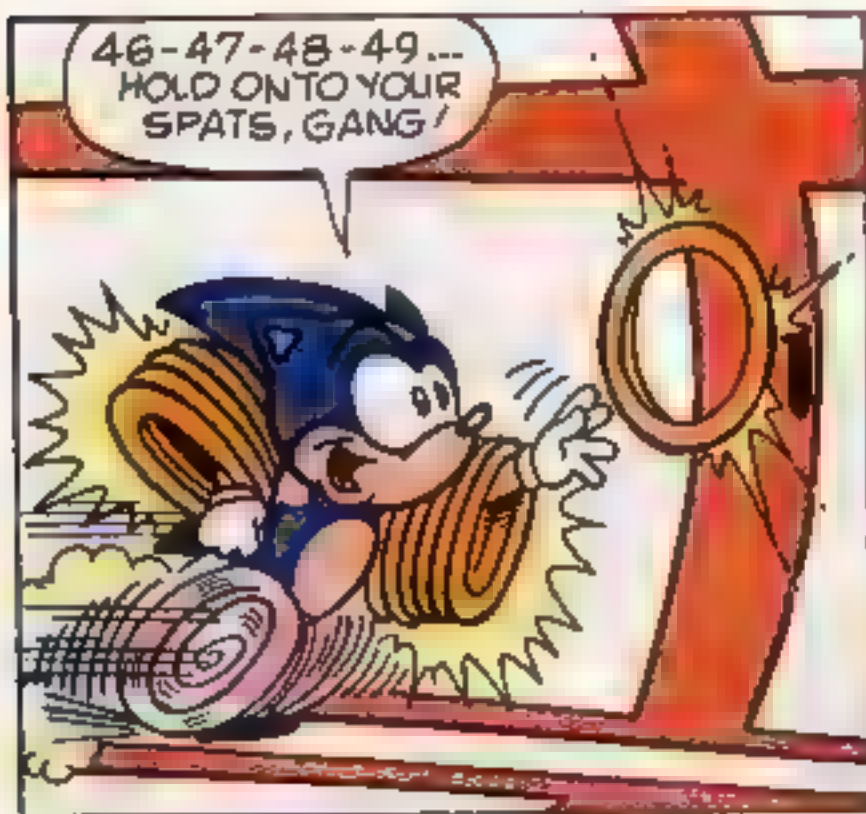


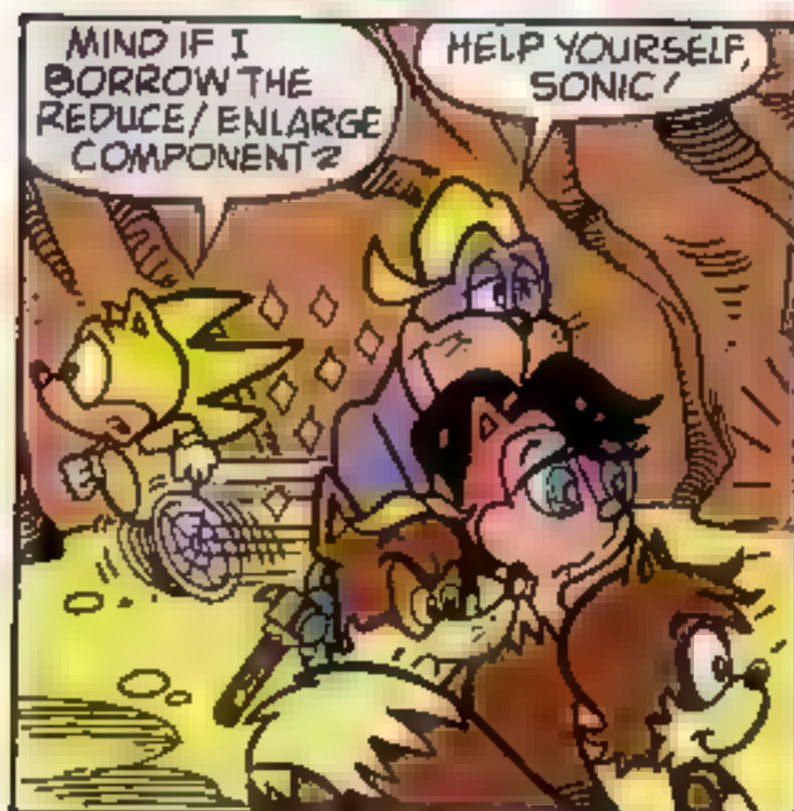
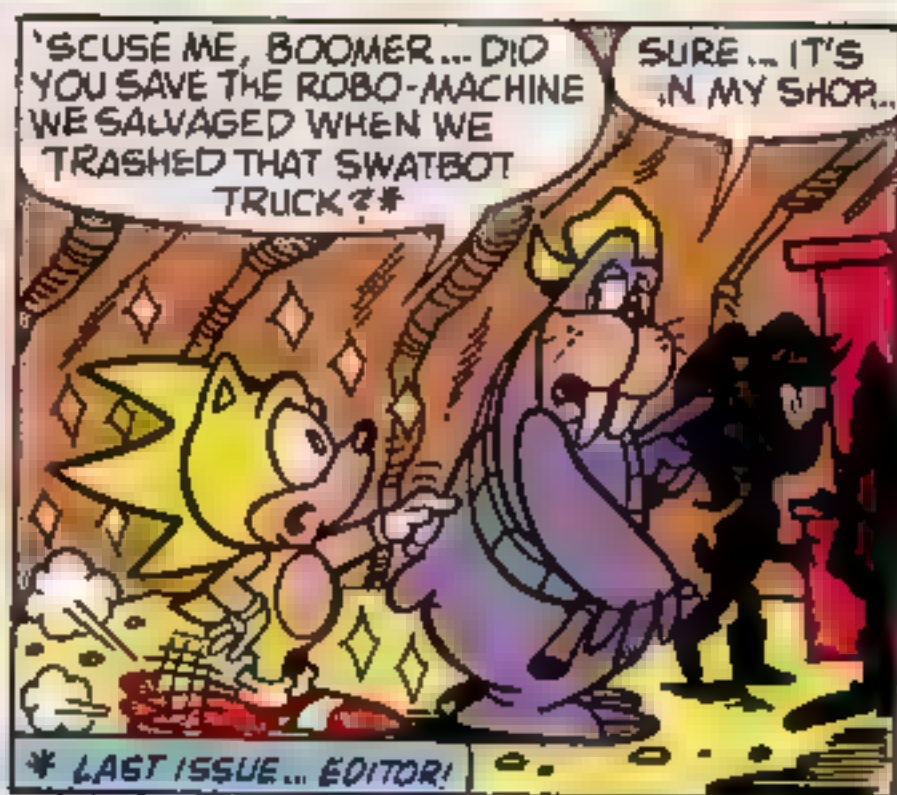
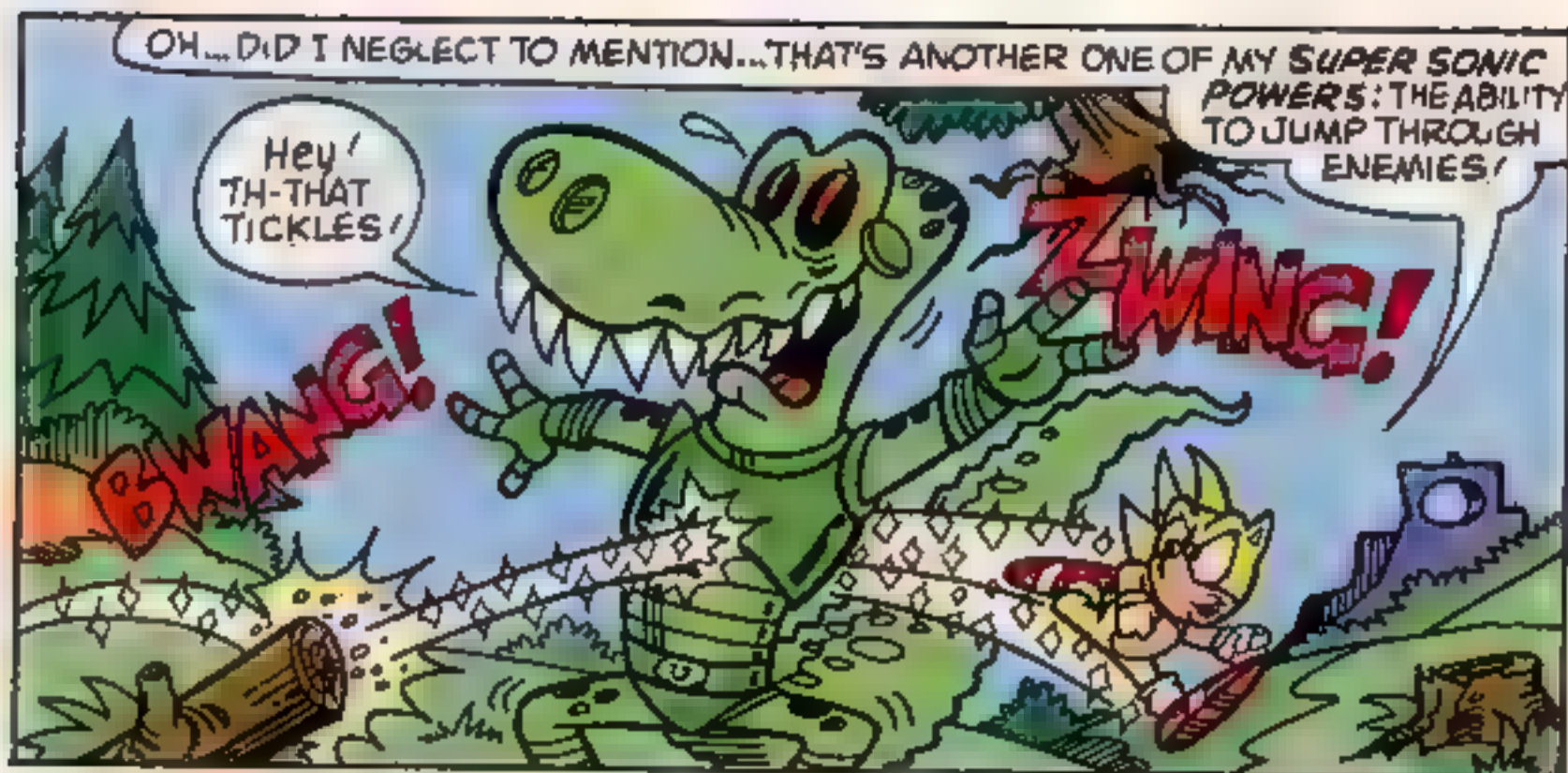


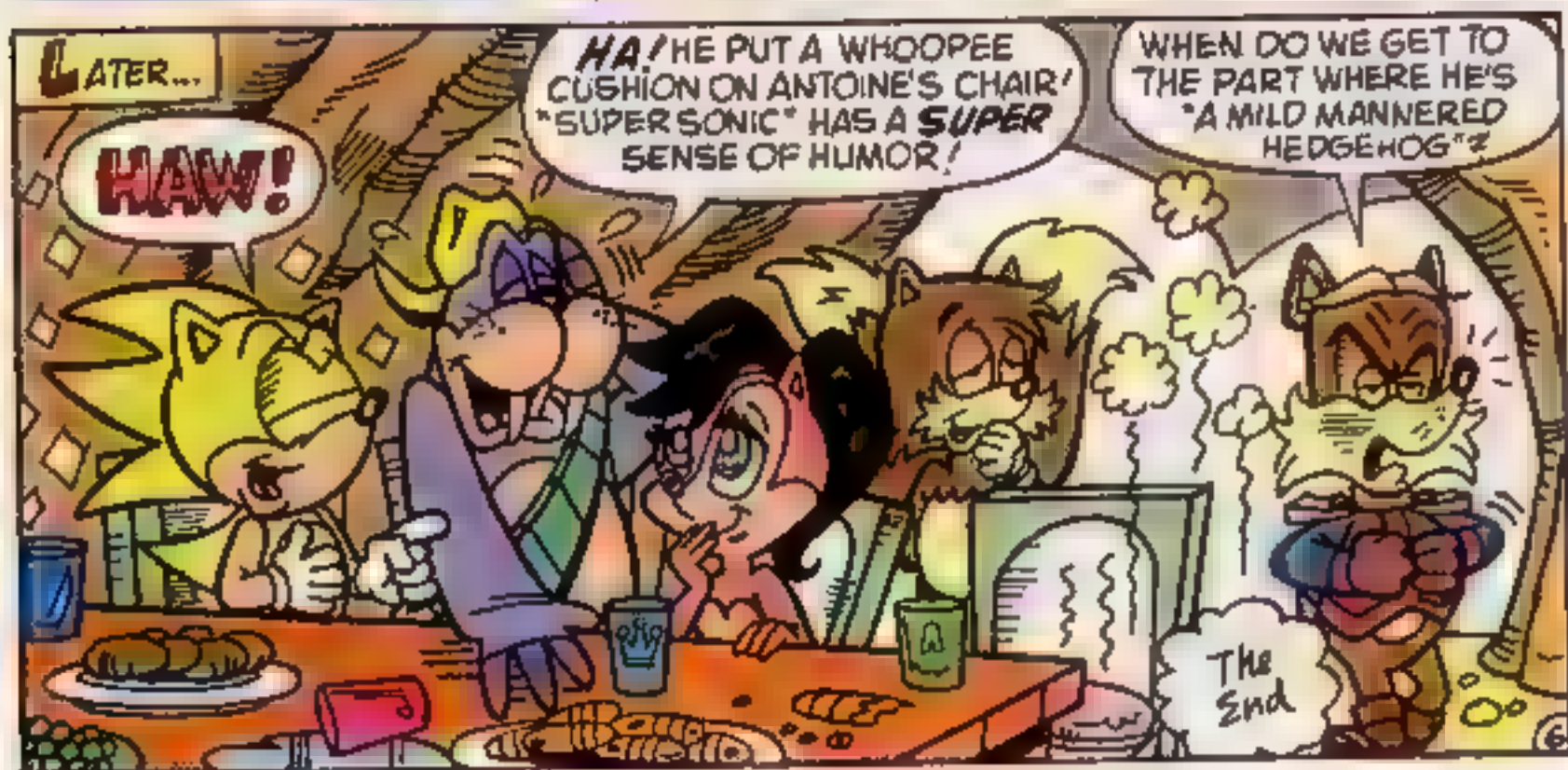
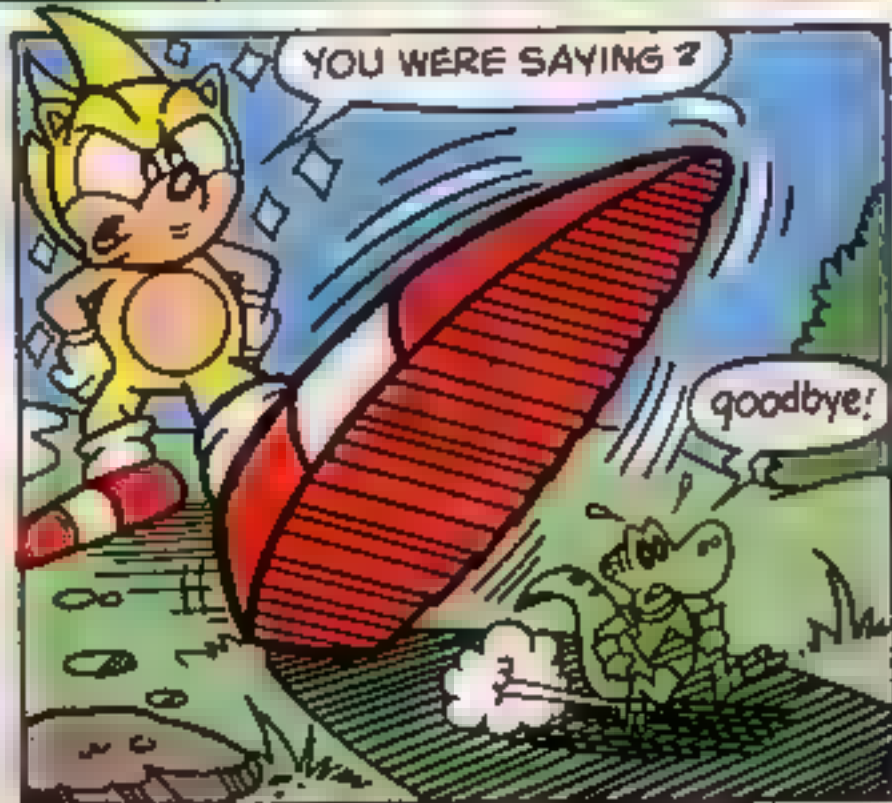
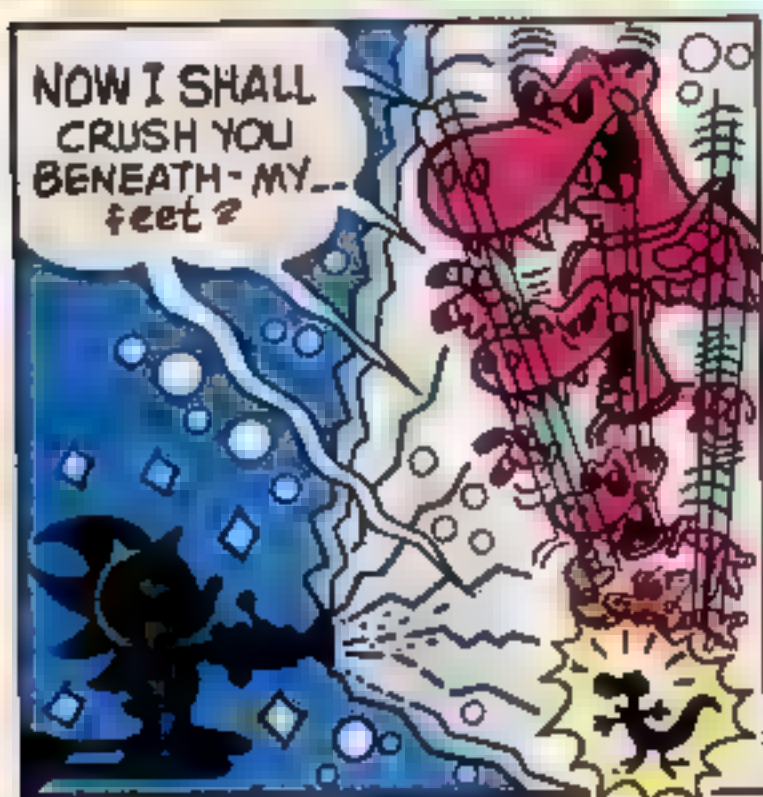
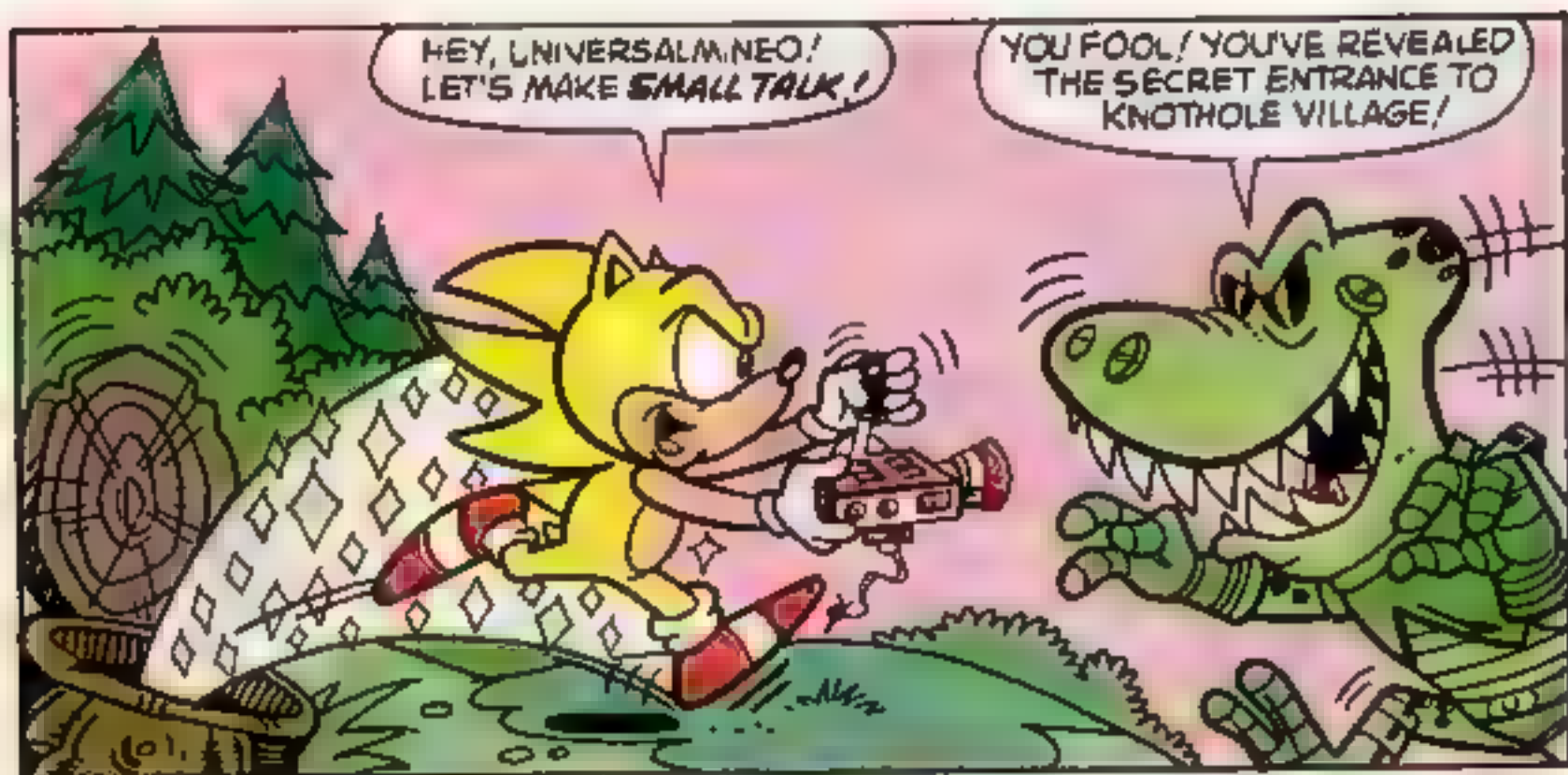


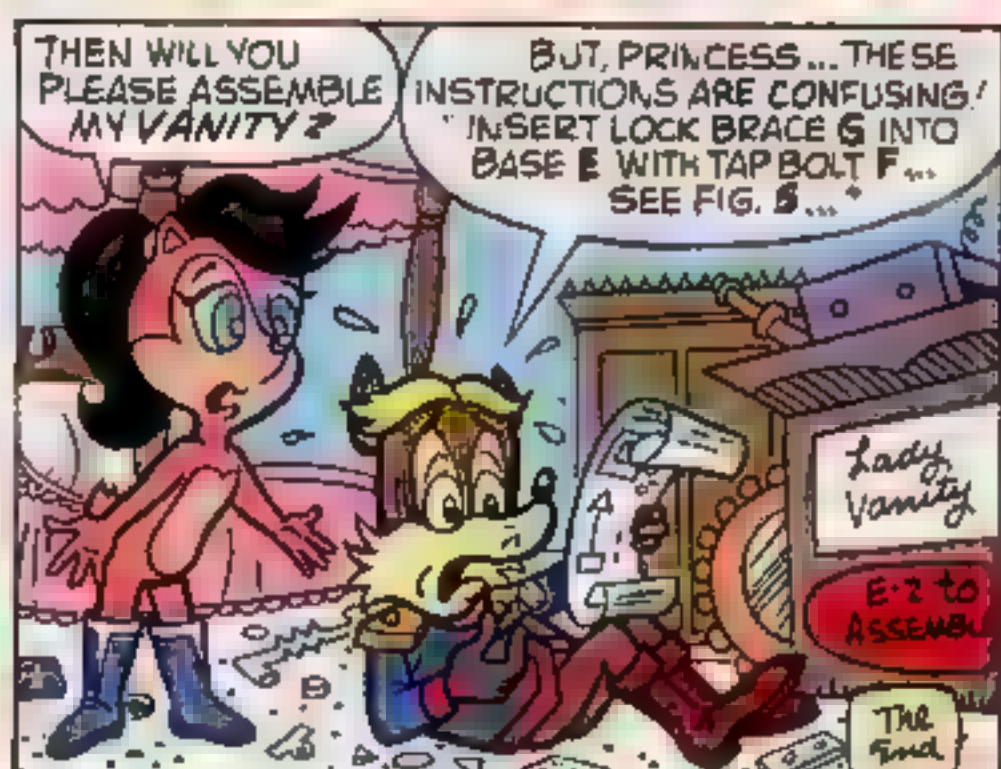
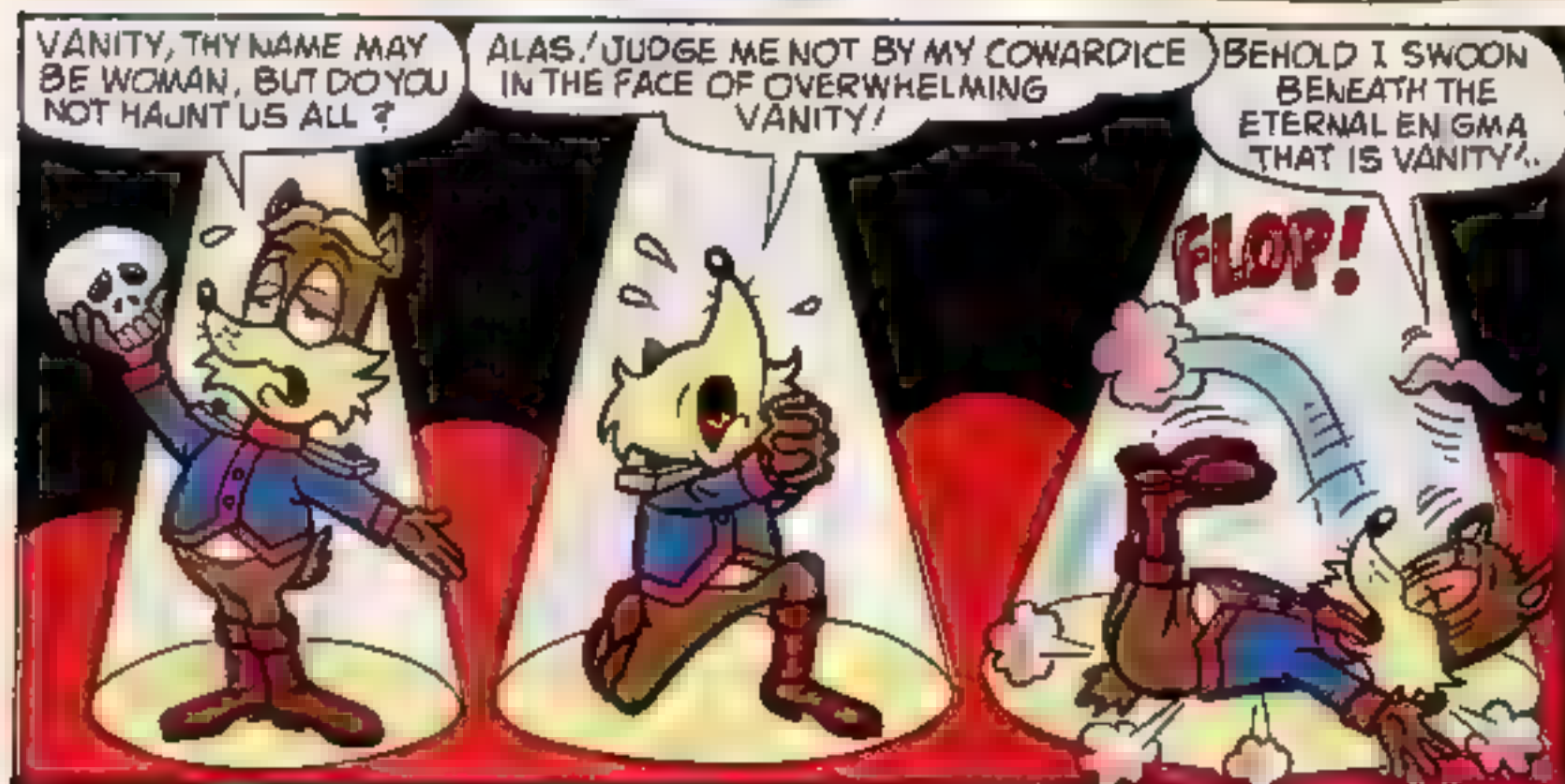
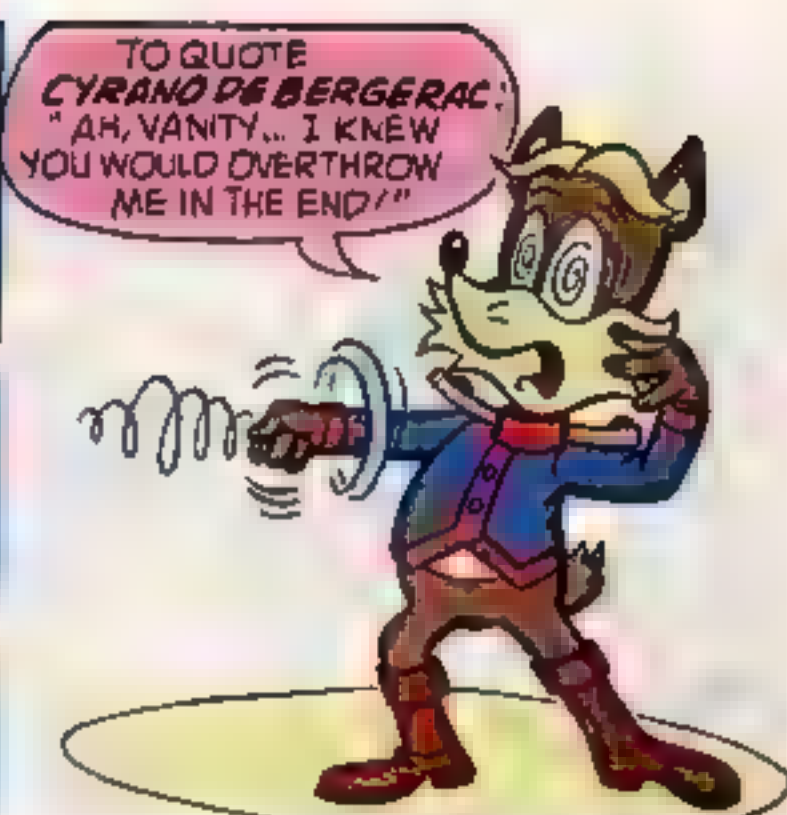
HOW'S YOUR "GENESIS" SKILLS TODAY, KID?





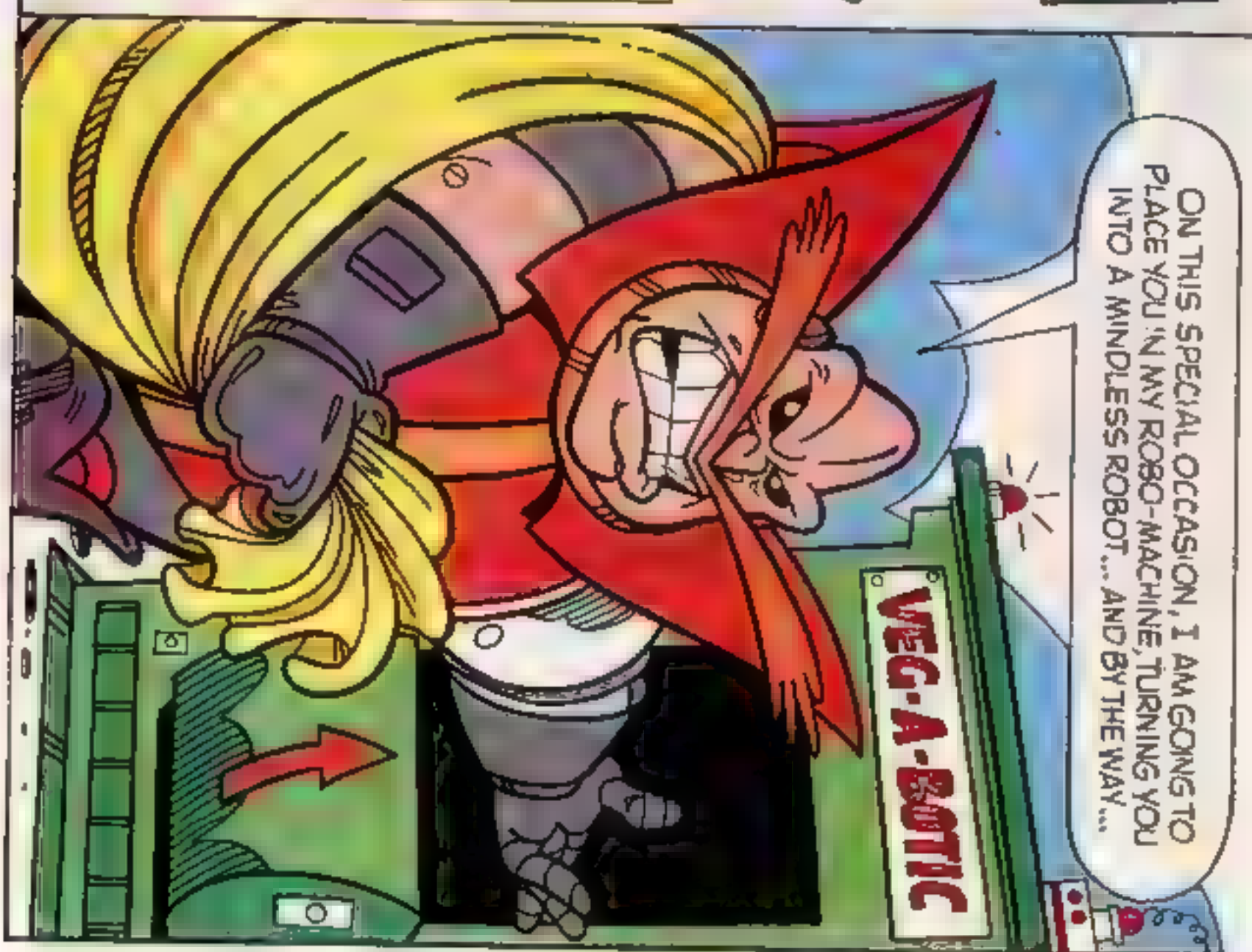
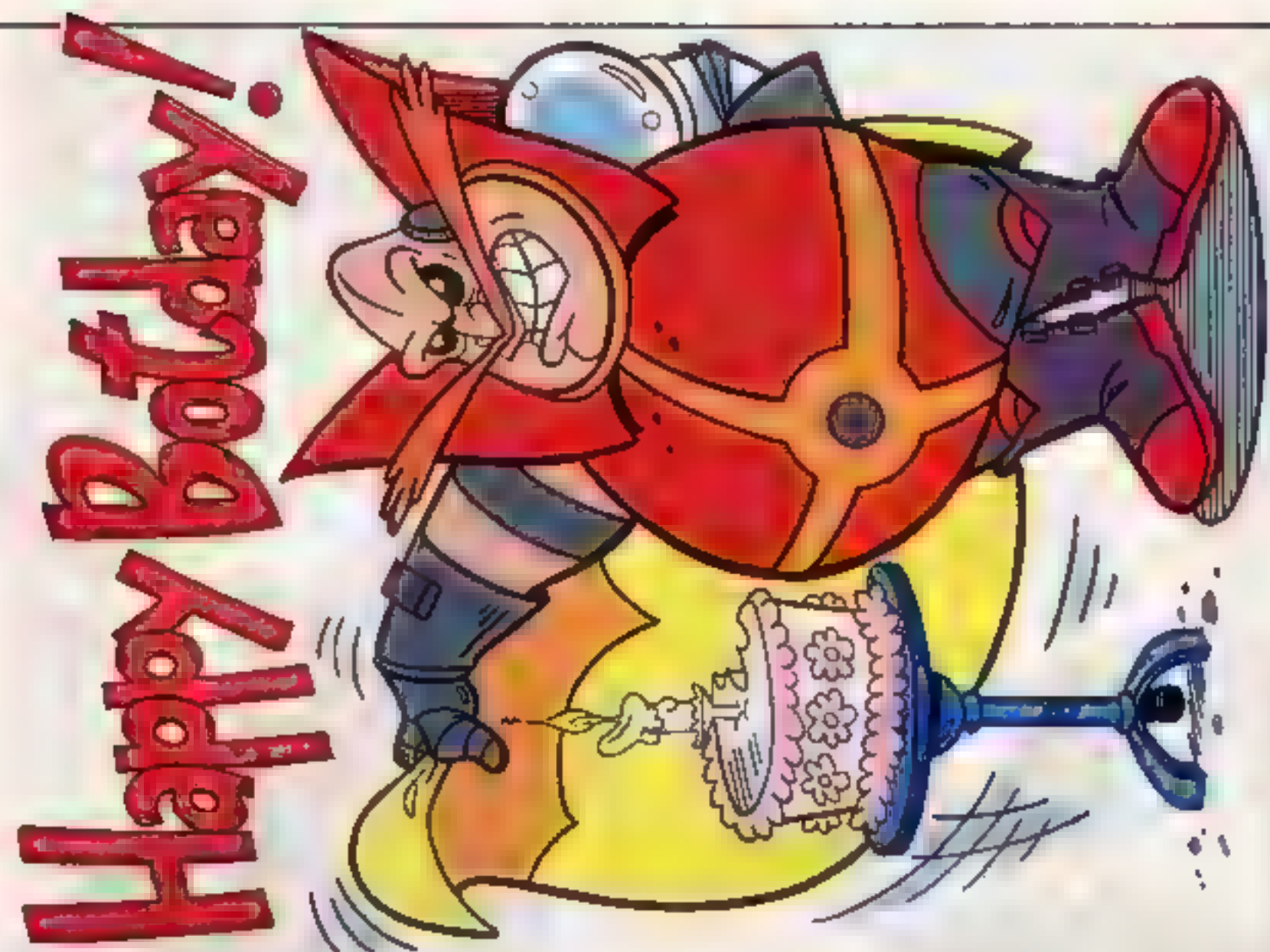
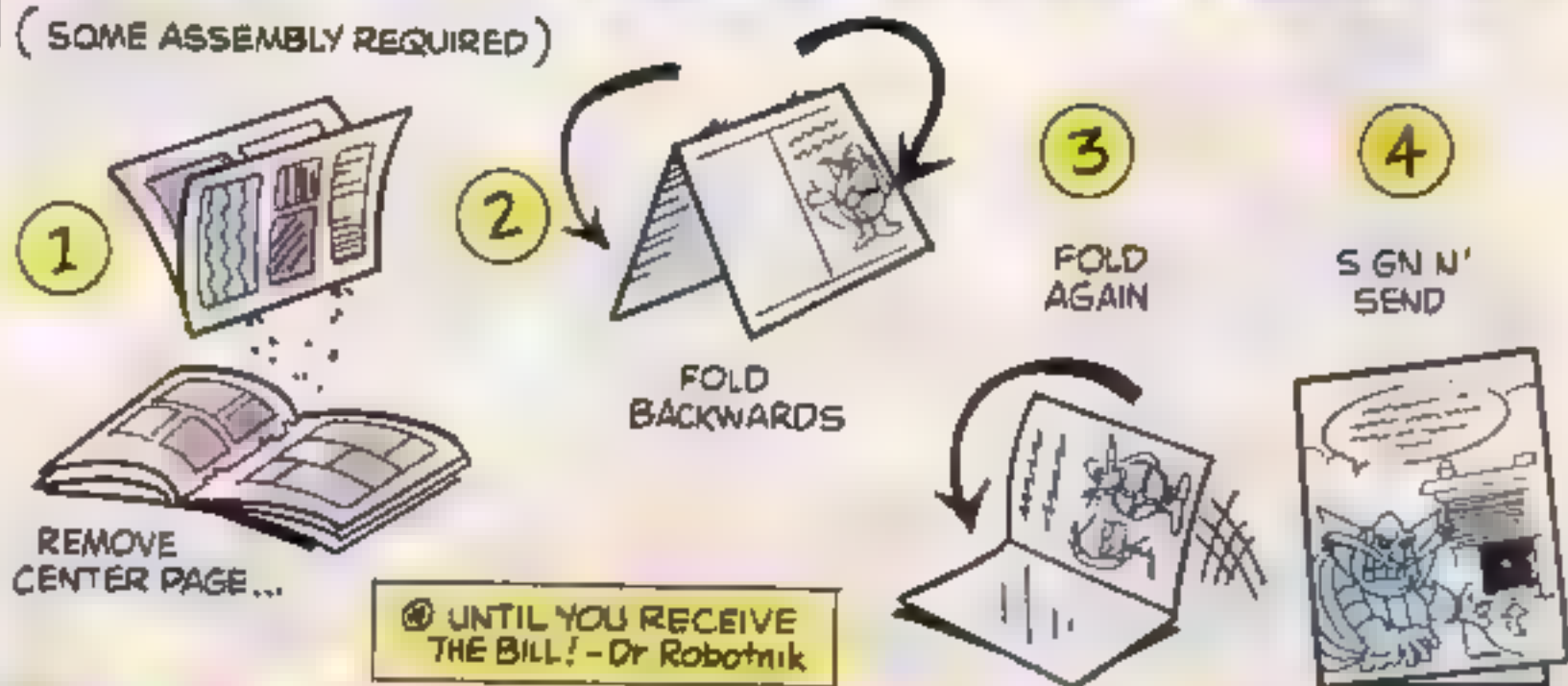


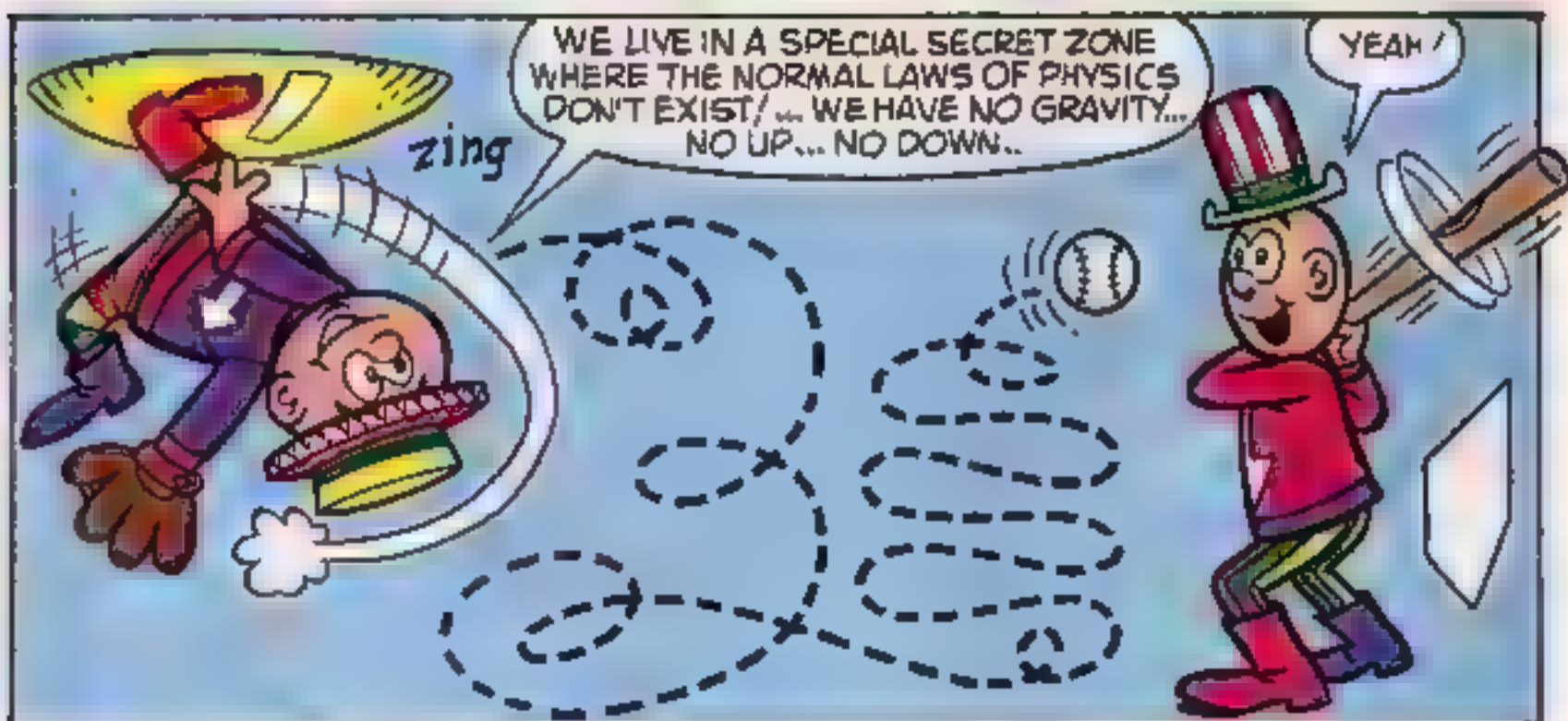
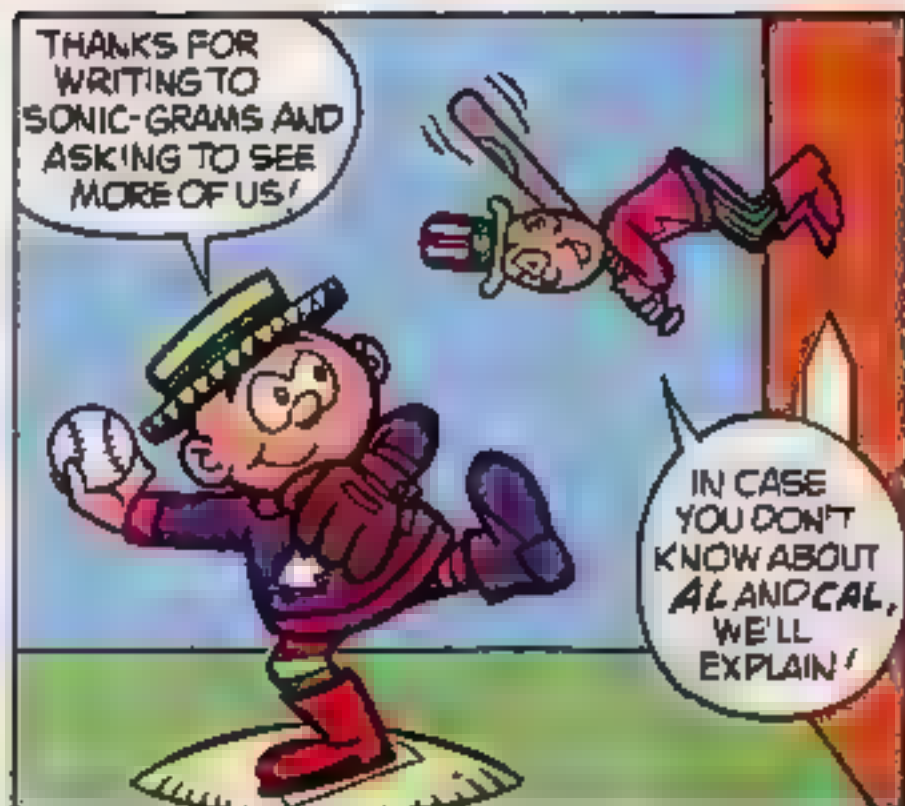
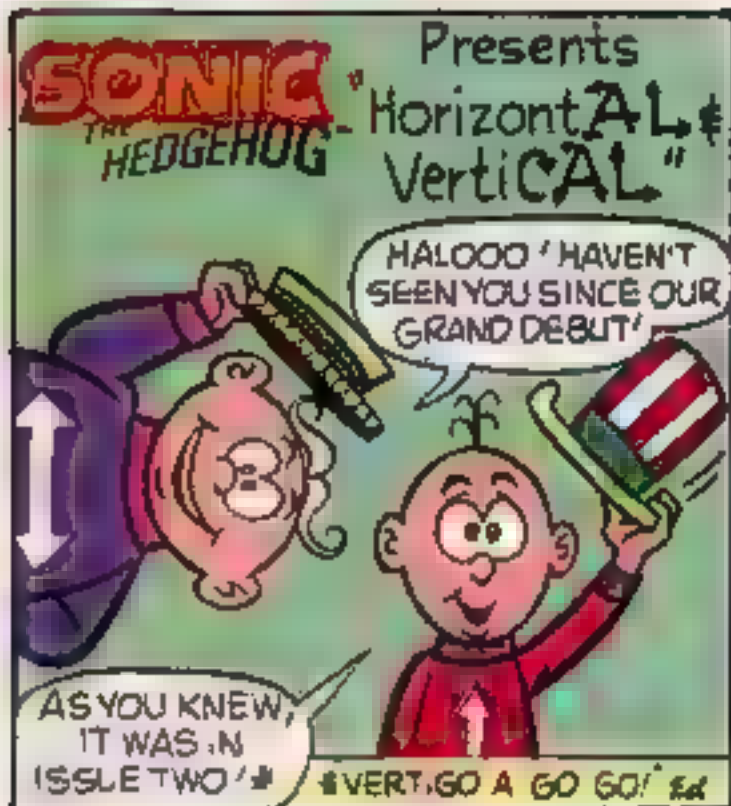




FREE! * Robotnik BIRTHDAY CARD!

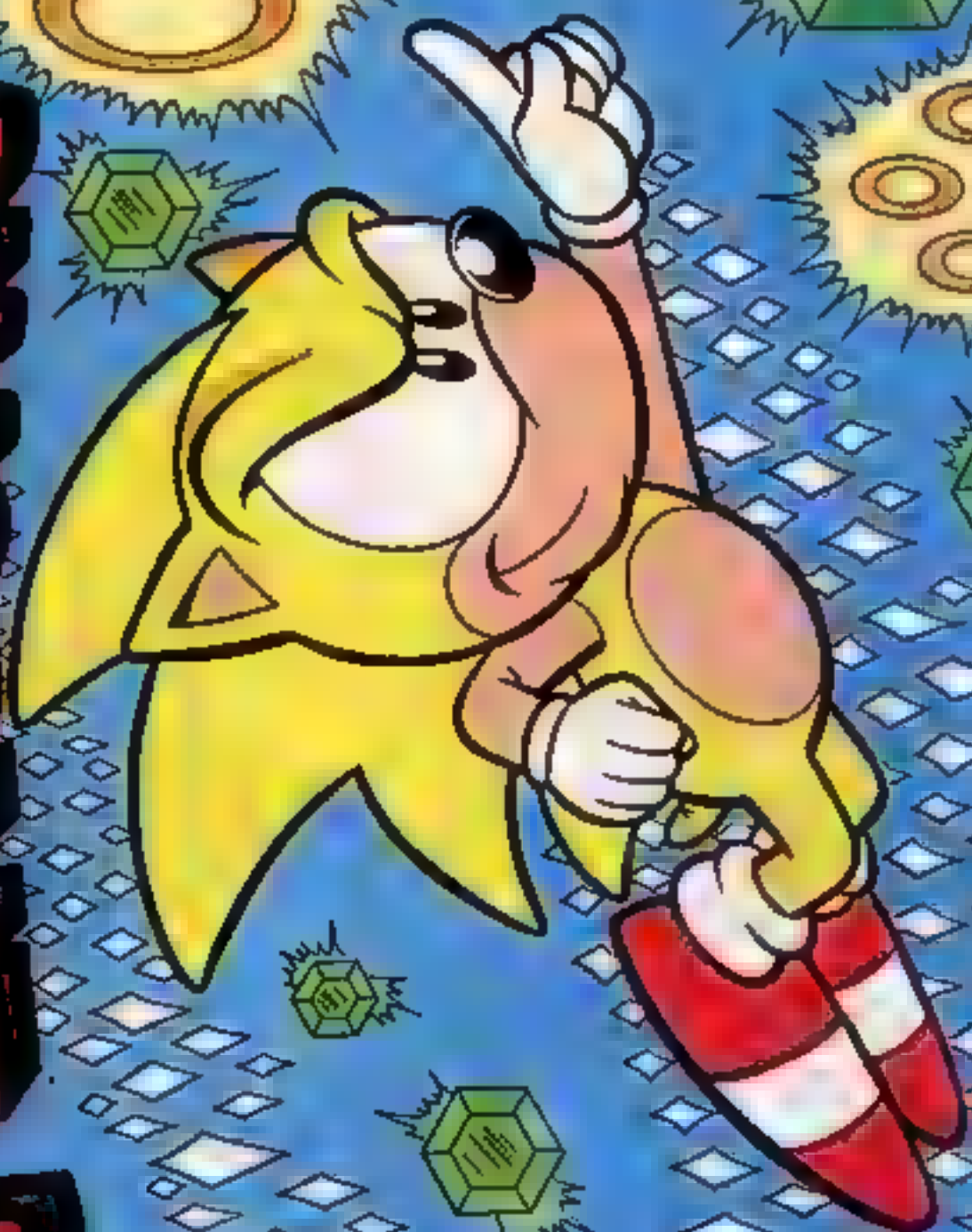
(SOME ASSEMBLY REQUIRED)

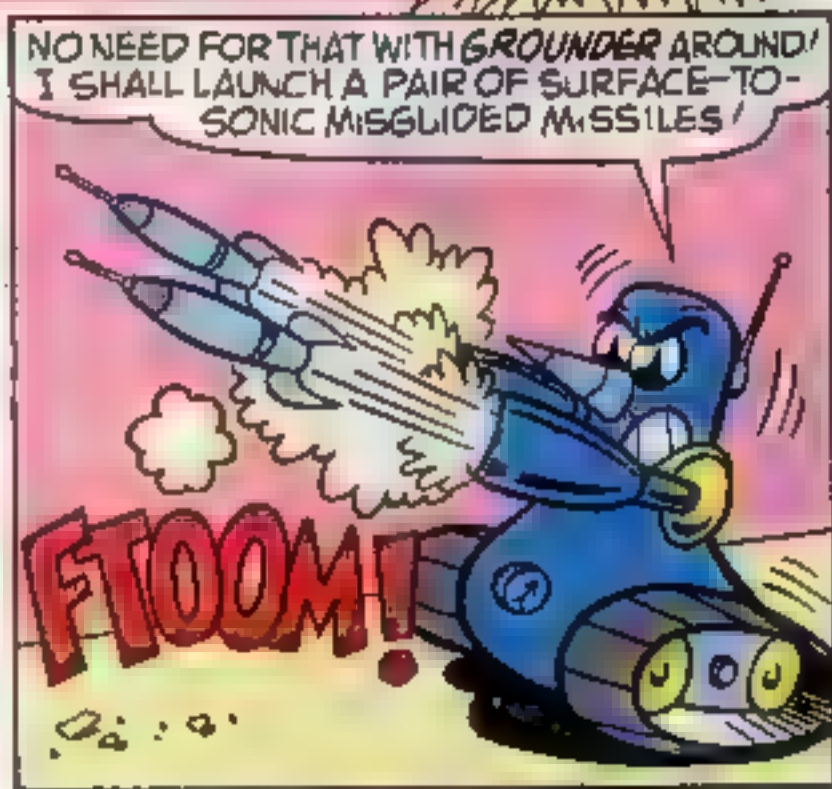
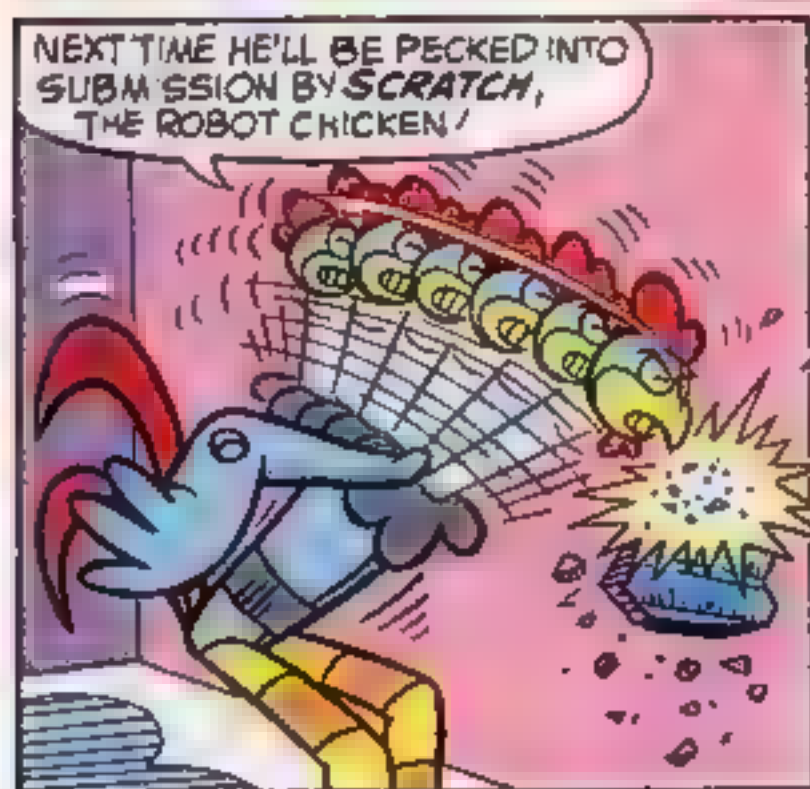
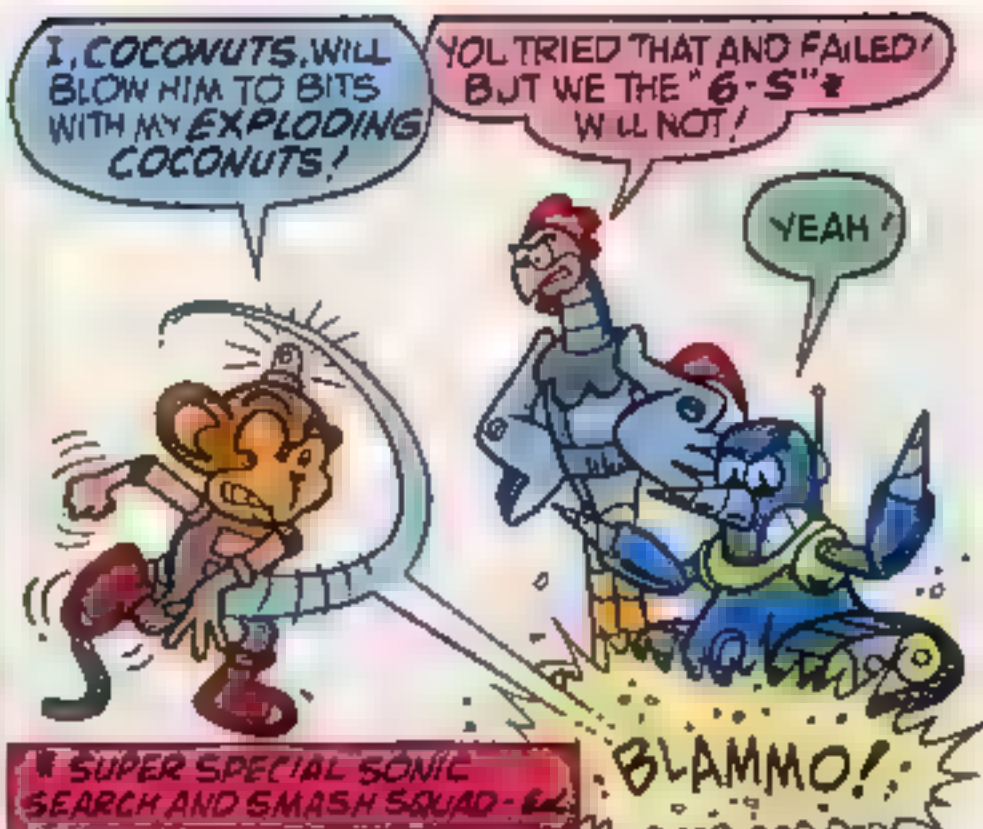


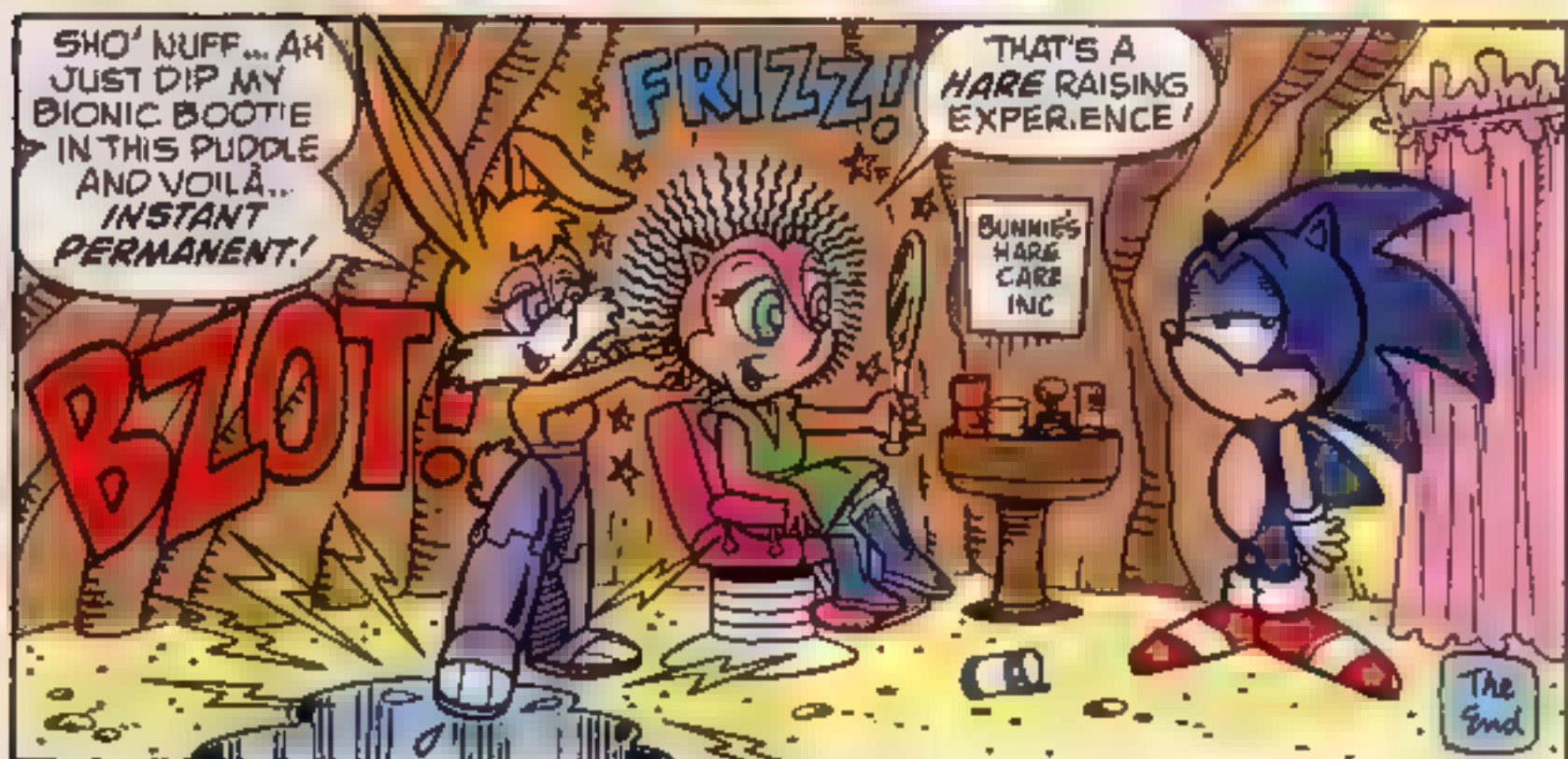
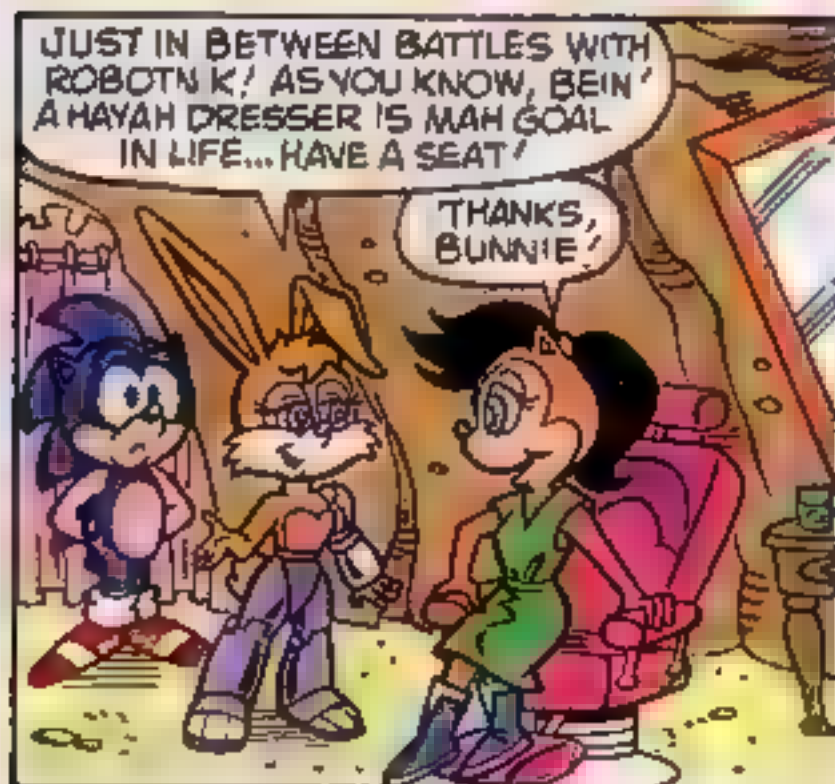
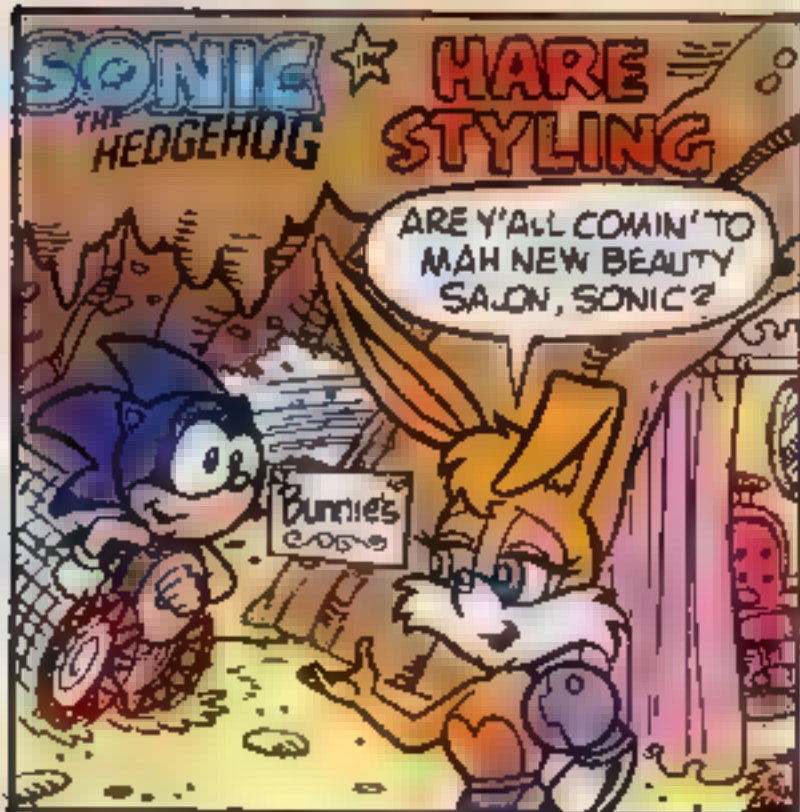


PIN-UP

SUPERSONIC







SONIC THE HEDGEHOG™

IN

TAILS' LITTLE TALE

IS EXHAUSTED AFTER THAT FEROCIOUS BATTLE IN THE FIRST STORY!... SO WE NEED TO LET HIM REST AND BE VERY, VERY QUIET!

SHHH!

Z...

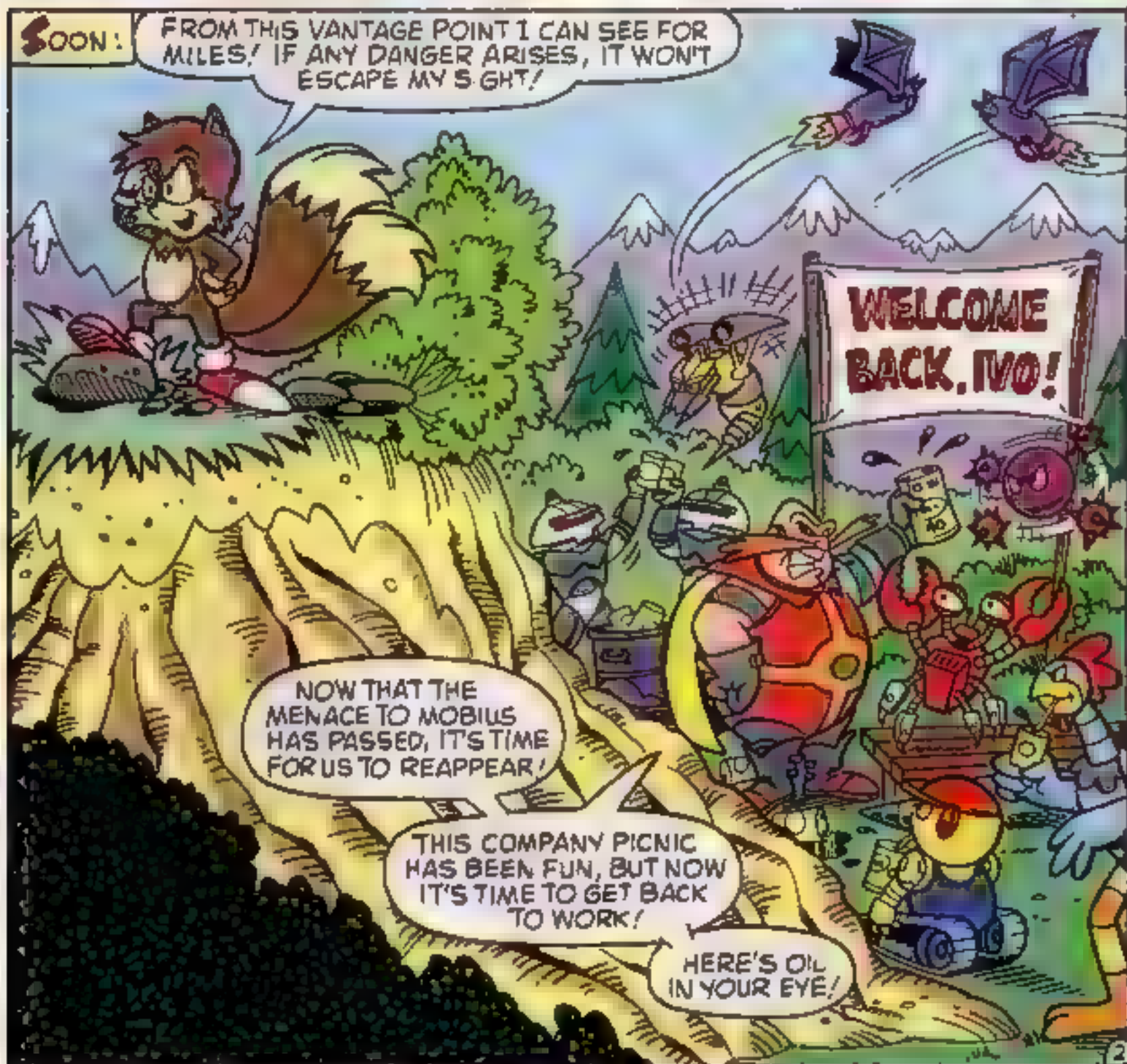
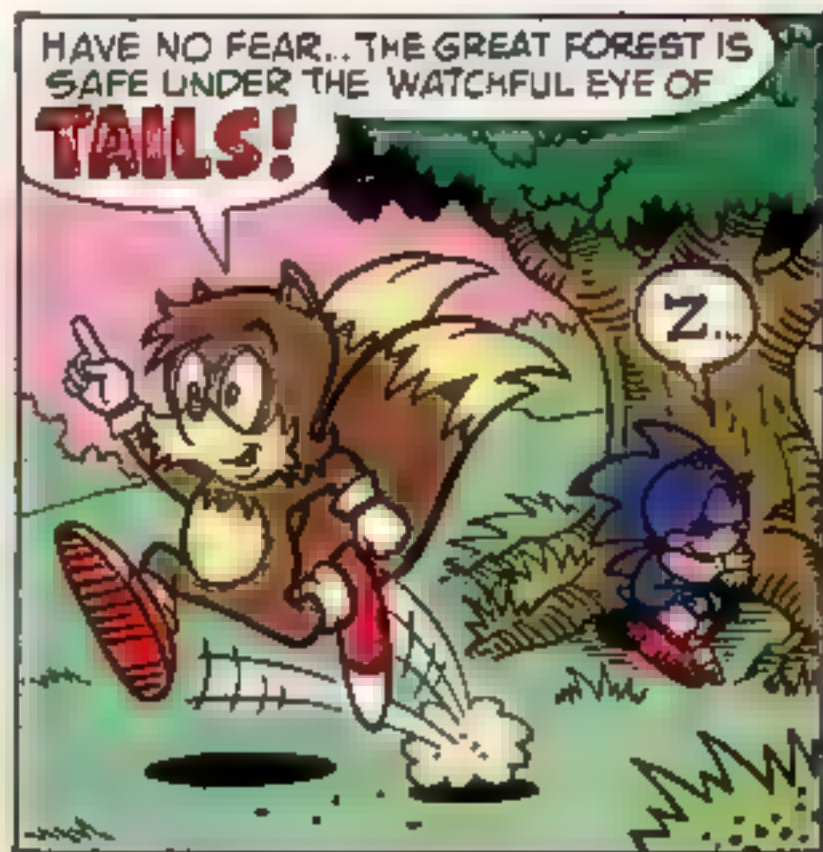


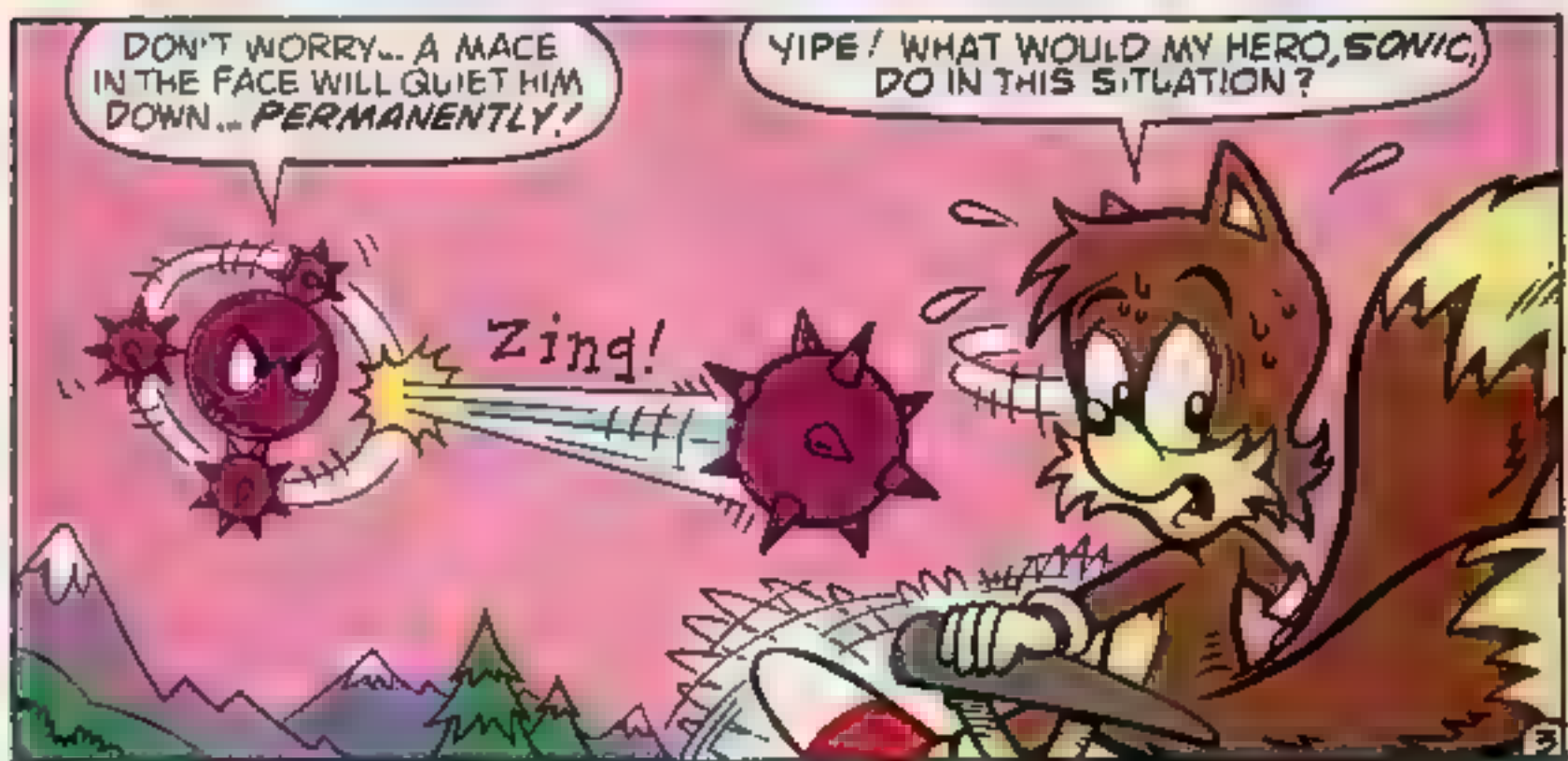
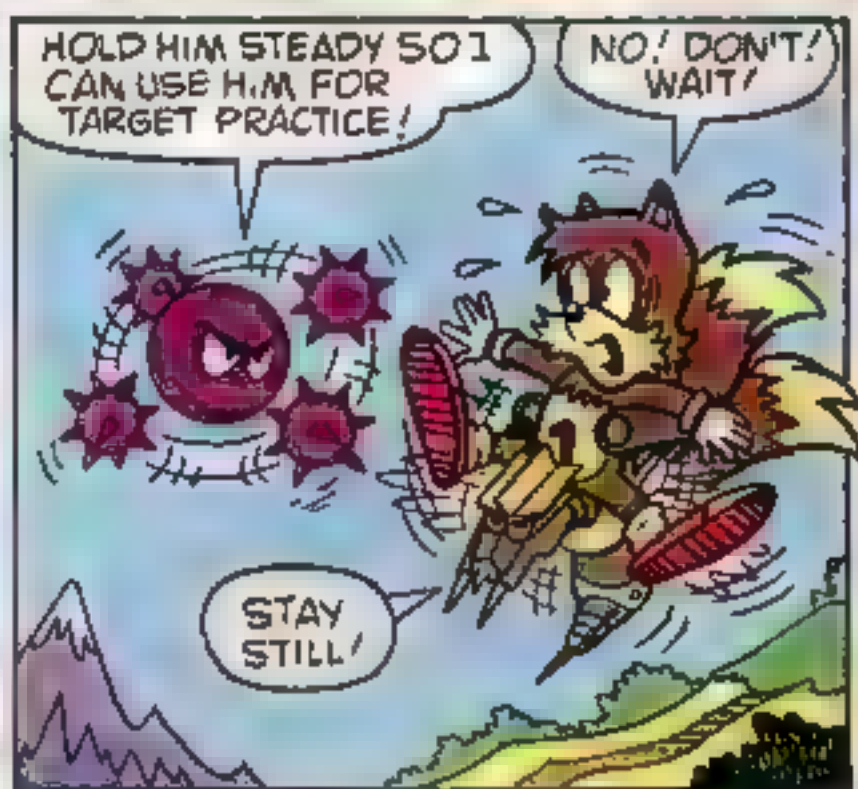
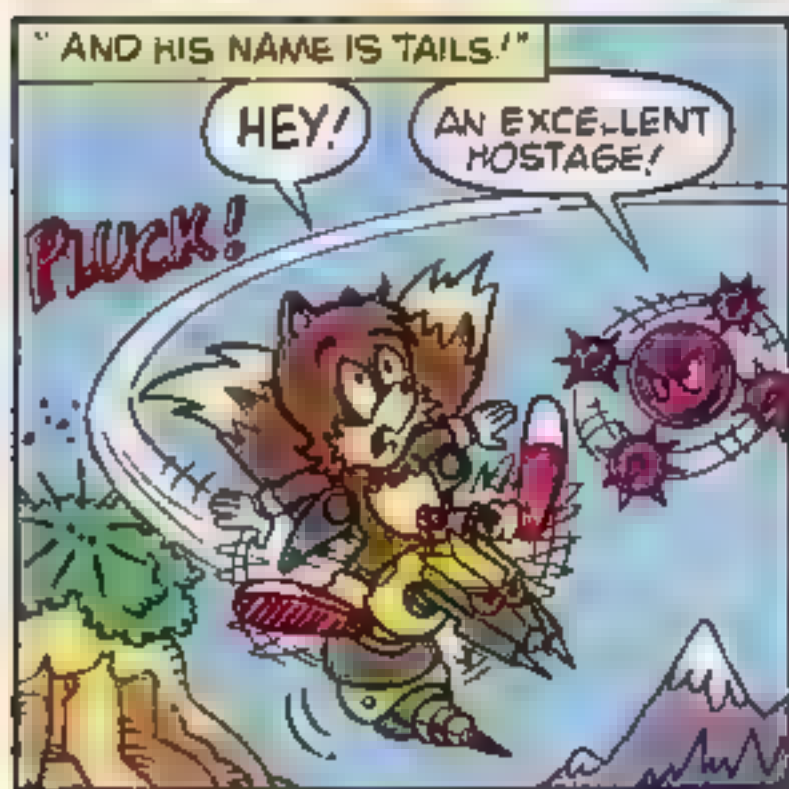
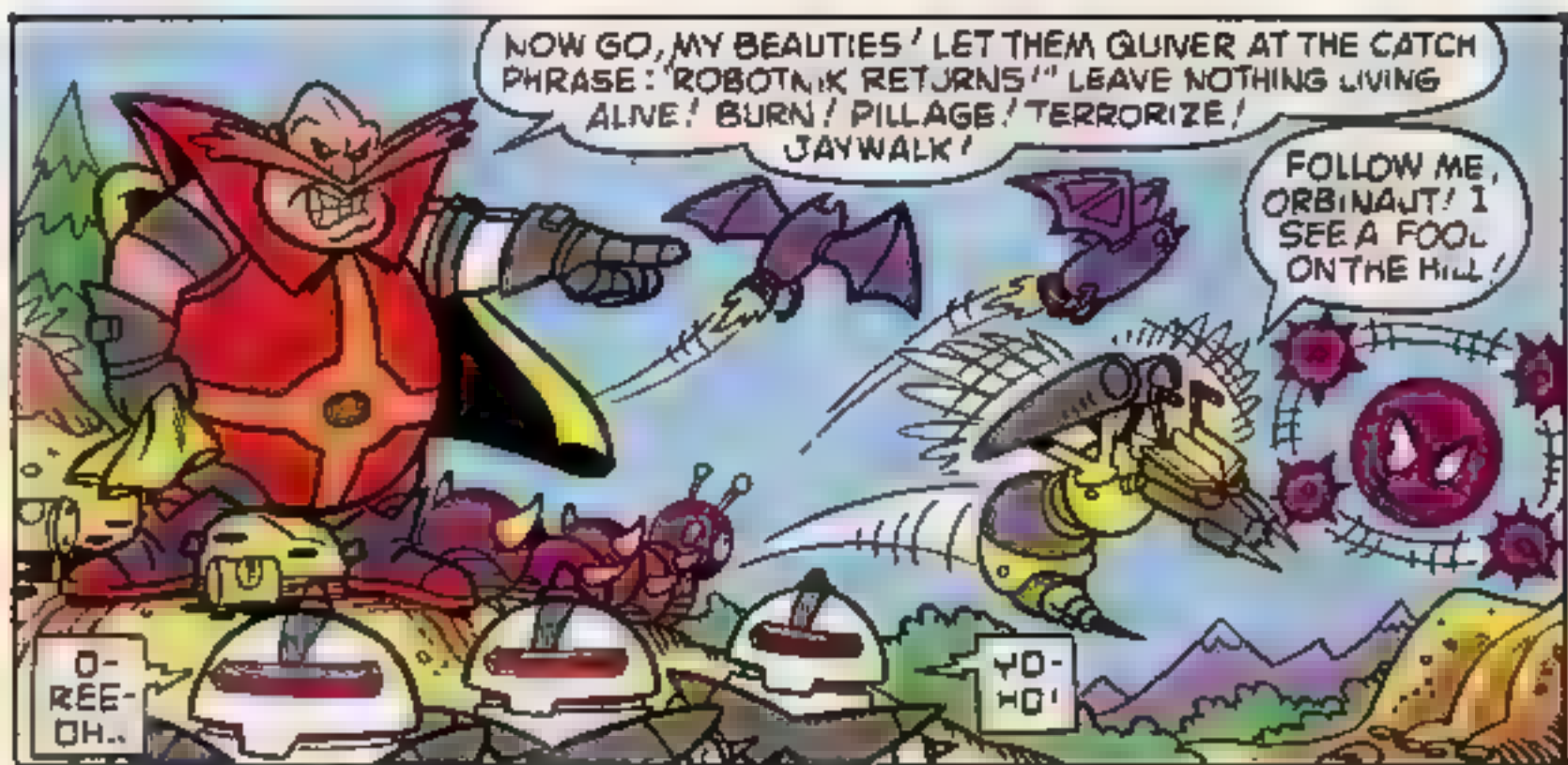
TAILS
IN HIS FIRST
SOLO ADVENTURE!

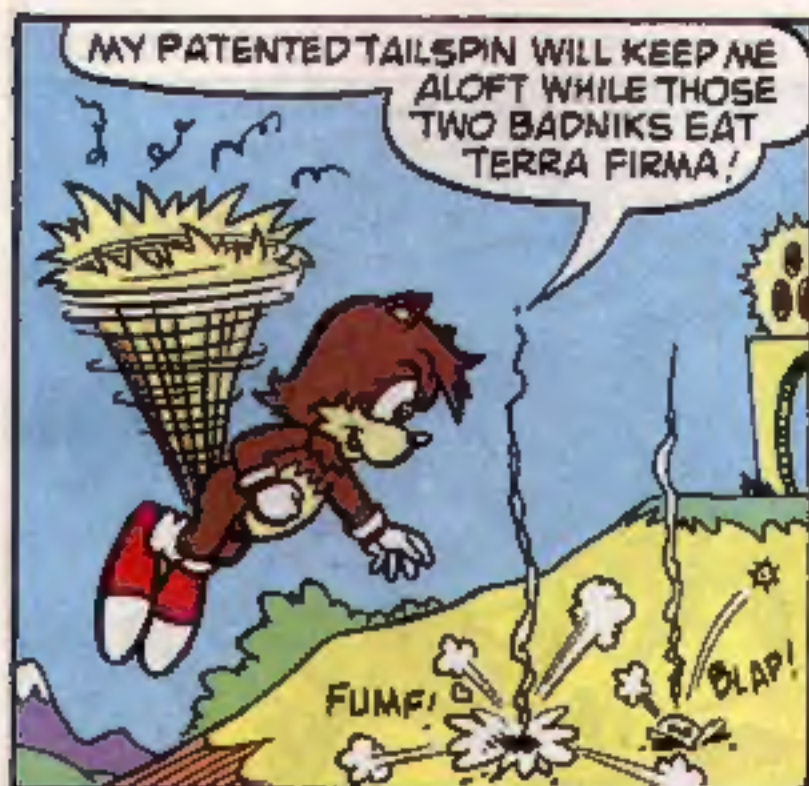
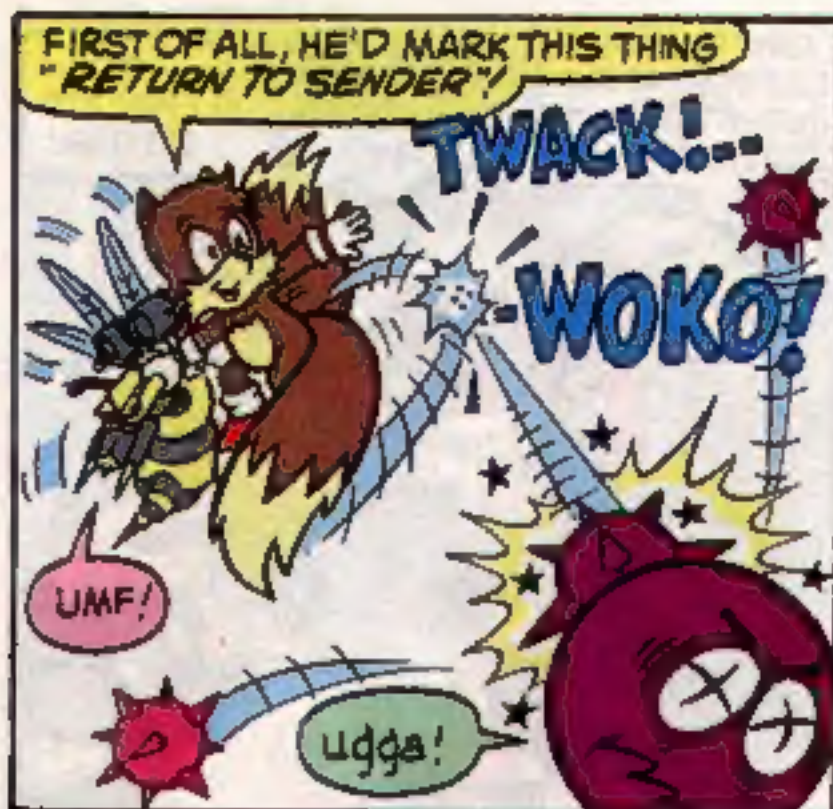
I'LL TAKE OVER THE HERO CHORES WHILE HE NAPS!

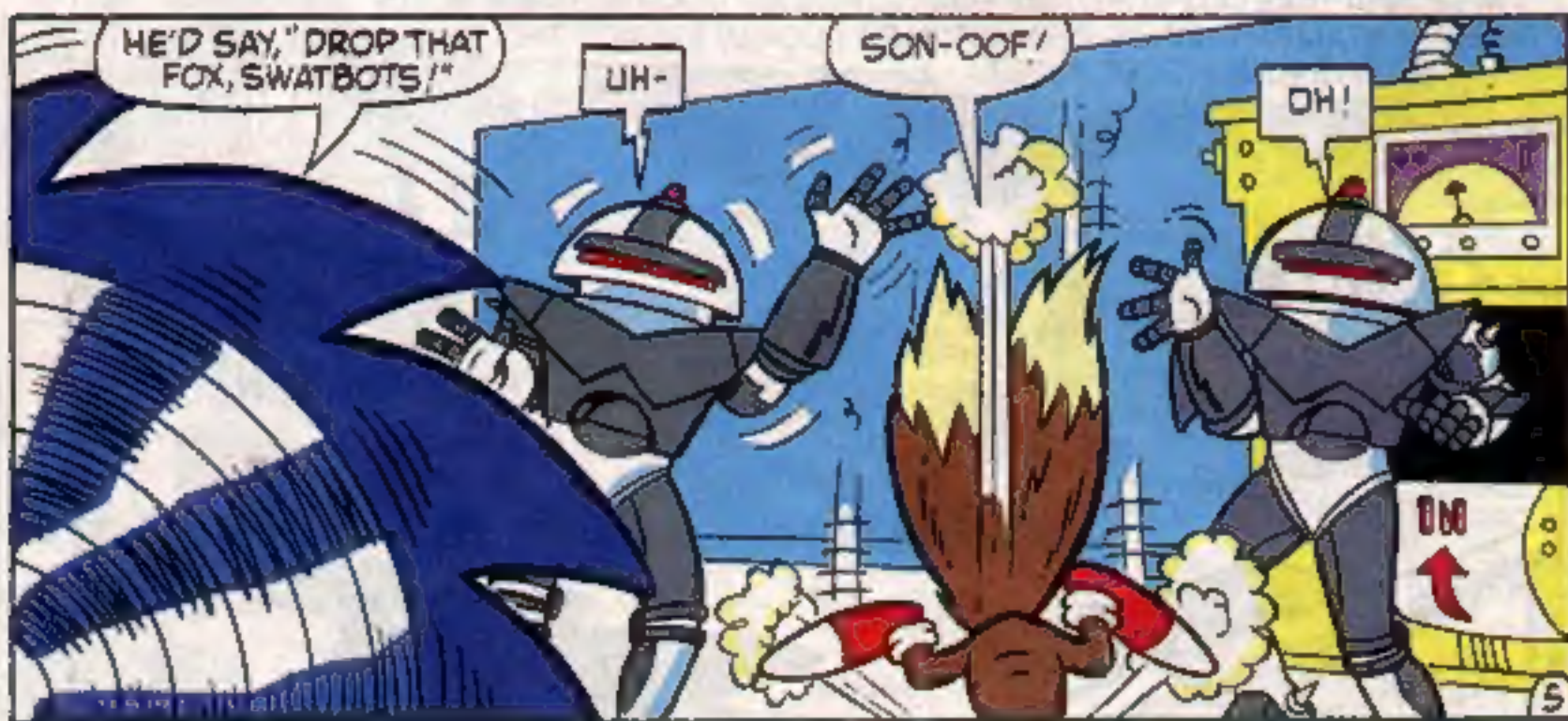
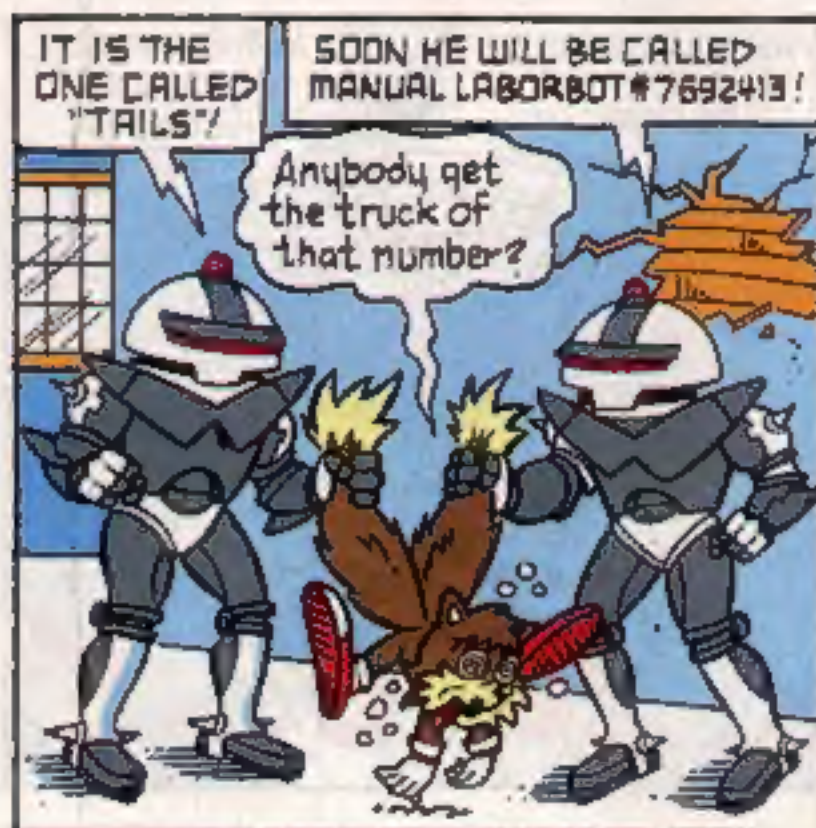
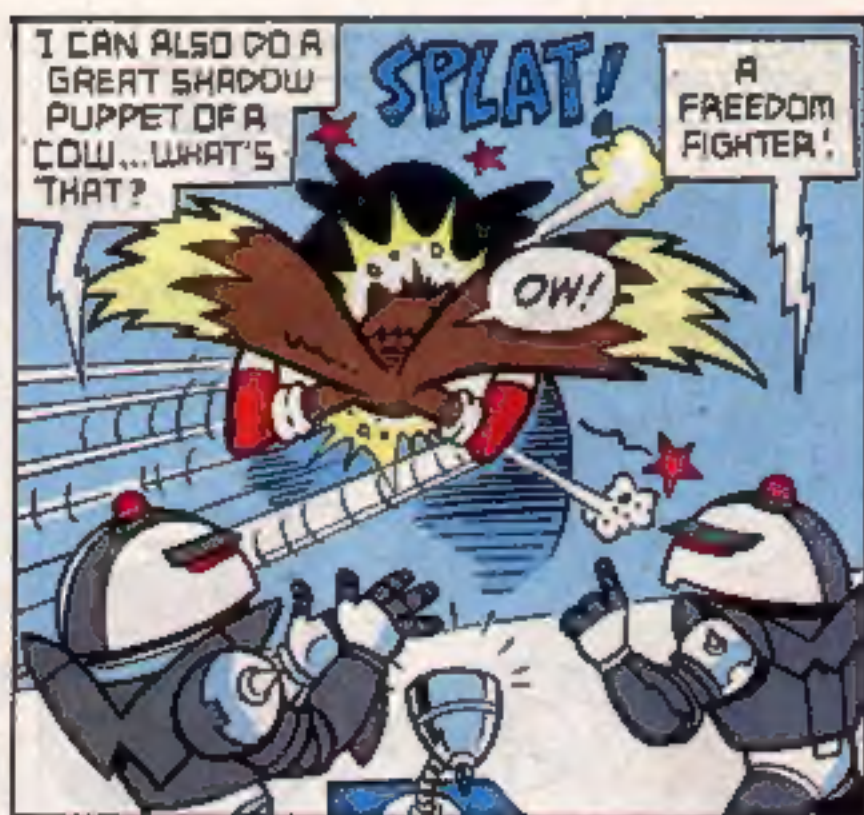
WHAM! TWACK! BOP! THUD!
NOK!

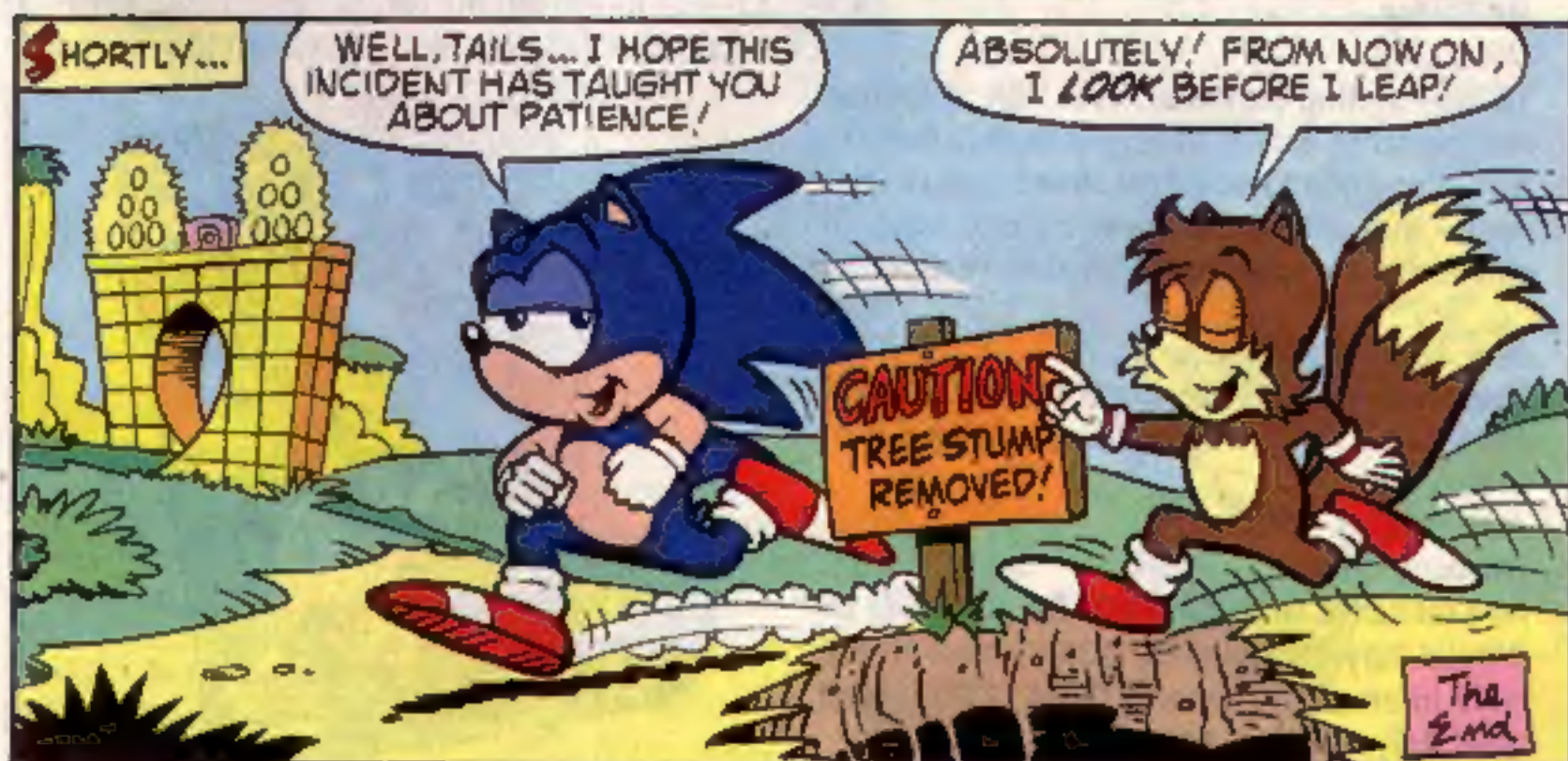
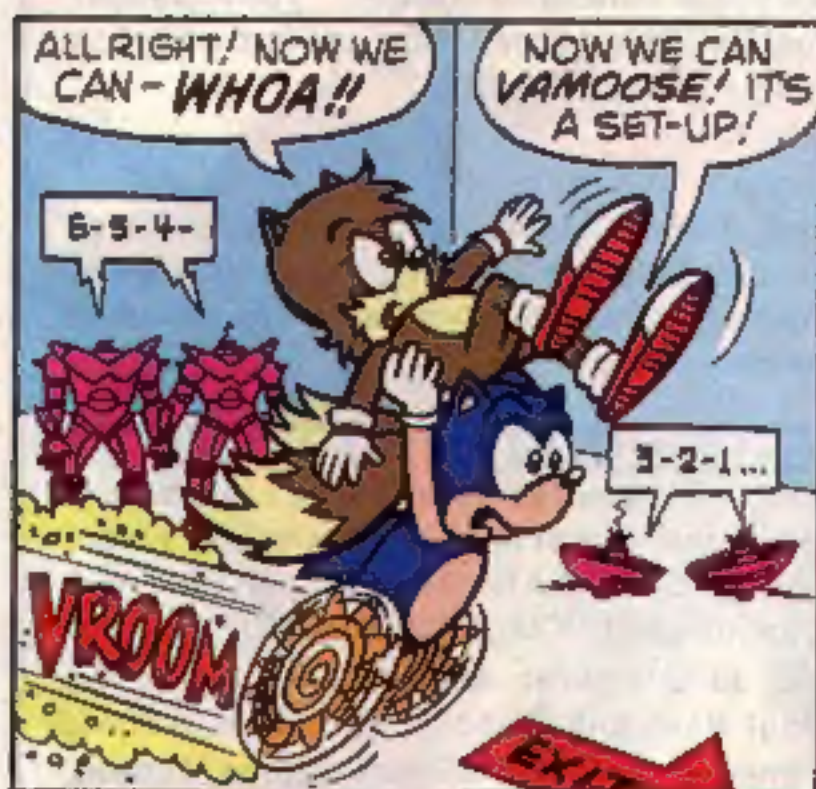
HM? HUH?
WHA--?











SONIC-GRAMS

SEND IT TO SONIC-GRAMS, c/o ARCHIE COMIC PUBLICATIONS, INC.
325 FAYETTE AVENUE, MAMARONECK, NY 10543.



eyowza, Speed Demons! We're Vociferous Victor and Pulsatin' Paul, and we're gearing up to hyper-adrenalize in the fantastic footsteps of Dazzlin' Daryl Edelman! Yes, the Dream-meister himself has

moved on to one of our colossal competitors, and we wish him all the fuck in the world. But don't worry, the big "D" has given us his blessing and we promise to deliver the same super Sonic entertainment you're accustomed to! Speaking of which, don't dare miss SONIC THE HEDGEHOG - THE CARTOON on ABC Saturday morning--or the sensational Sega SONIC SPINBALL game, coming soon! THE BLUE BLUR RULES!

Dear Sonic Team and Sonic,

Your comic books are great! My brother Kent bought me issue #0 for Christmas and I have been collecting ever since. I have noticed that when Sonic travels at Hyper-Sonic speed there is no Sonic Boom. Give Robotnik (aka "Chubby") a Sonic Spin for me!

Paul Beaudoin
Brooks, MN



Dear Sonic and Tails,

I like that part in your comic book where you said, "Did you forget to program the VCR?" Are you having your own TV show?

Ian Shuley
Utica, Ohio

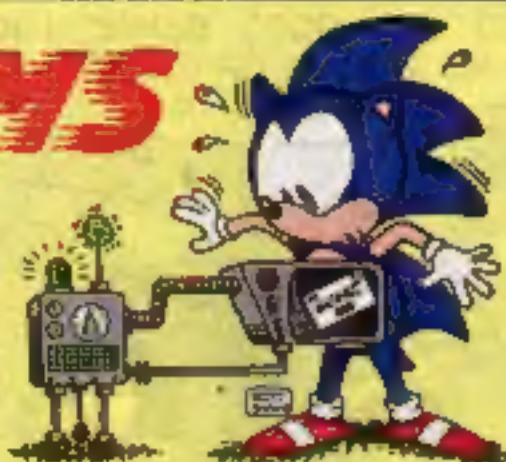
Yo, Ian-- setting the timer on the VCR is second in importance only to kicking Robotnik butt! In fact, if you don't know how already, you better learn-- that way you'll never have to miss an episode of my upcoming animated TV epic!

Dear Super Sonic Spinners,

How about an article with tips for playing Sonic the Hedgehog 1 and 2. I have a Sega Genesis and I love it!

Josiah Appert
Hillsboro, Oregon

As a matter of fact, Josiah, SEGA publishes an Official Player's Guide for SONIC 1 and 2! For more information, write to SEGA, 3375, Arden Road, Hayward, CA 94545



Dear Sonic-Grams and Tails,

When I started getting your comic book I thought it was a blast! I'm wondering if Tails will help you, Sonic, because when I played Sonic 2 you and Tails worked together. Why do you call Tails Tails when his name is really Miles? Oh, and one more thing-- will you be showing other stages in Sonic 2 besides the Casino Night Zone? I can't wait for the TV show of you two to come out.

Nick Acheff
Tacoma, Washington

Well, Nick, as you can see from the last three issues, Tails and Sonic are definitely a team! And forget that "Miles" malarkey-- he prefers to be called Tails!

FREEDOM FIGHTER ALERT!

Remember when we asked you to color in page five, panel four of the issue #2 (regular series) story, "VERTIGO A GO GO"? We promised we'd dub you an OFFICIAL FREEDOM FIGHTER if you did, so here goes: Jam Grisson, Ladson, SC; Paul Beaudoin, Brooks, MN; John Cassel, Pensacola, FL; and Michael George, Tucson, AZ--hall to you all! As for the rest of you, keep those color-jobs coming! DYNO-MITE!

